THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£4.50 ■ CHRISTMAS 1995 ■ ISSUE 79

Christmas starts here

Year's best?
The much hyped Worms reviewed and on disk

Revealed!
Exclusive details of completely new Amiga

Re-Mastered
Dungeon Master 2 – better than the original?

Scorcher!
The latest Blizzard accelerator on test

Heavens above
Explore the night sky with your Amiga

The right buy
Our definitive buyer's guides put you straight

Cinema 4D
Review of Germany's best kept secret.

PLUS:
More details on this jam-packed special issue on the back cover

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floppy drives



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The Super XL Drive allows you to store 3.5MB on a high density disk.

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MEMORY REQUIRES 30-PIN SIMMS

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ZIP DRIVE REQUIRES SQUIRREL SCSI INTERFACE

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squirrel scsi interface included where you see this logo

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flatbed scanners

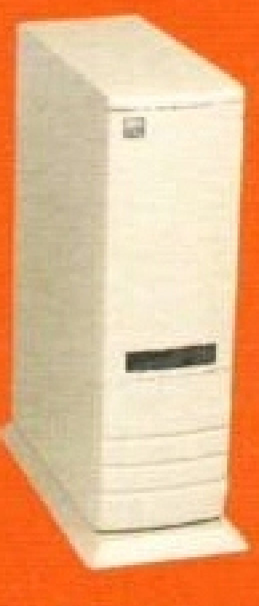
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*EPSON SCANNERS DIFFER FROM ONE SHOWN

amiga 4000

a4000 tower



new

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OCTOGEN 2008 .... **£129**

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GVP

gvp products

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a4000 68060

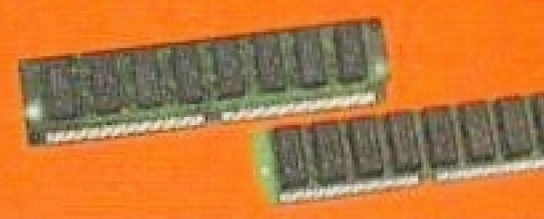
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A4000 68040 (0MB RAM) £699
A4000 68060 (0MB RAM) £829
4MB STANDARD ADD £139
4MB GVP ADD £159

a2000 68060

A 68060 accelerator board for the A2000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller.

A2000 68040 (0MB RAM) .... £TBA
A2000 68060 (0MB RAM) .... £TBA
4MB STANDARD ADD £139
4MB GVP ADD £159



gvp ram

Official GVP RAM SIMMs.

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16MB GVP RAM £549

gvp hc-8 scsi

SCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD £99

gvp g-lock

Award winning Amiga Genlock.

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ioEXTENDER £59

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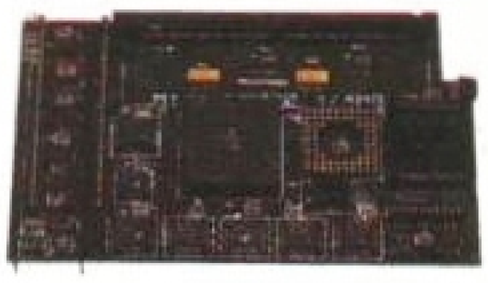
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INCL. PEN, CURSOR AND POWER TAB S/W

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NOT COMPATIBLE WITH GVP HARD DRIVE

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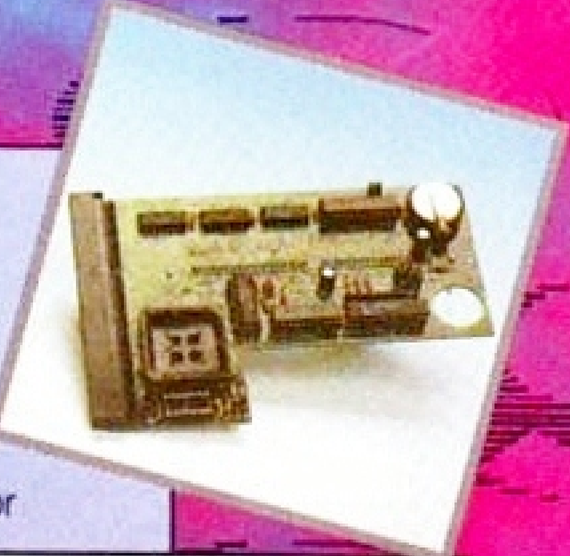
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MEMORY EXPANSIONS



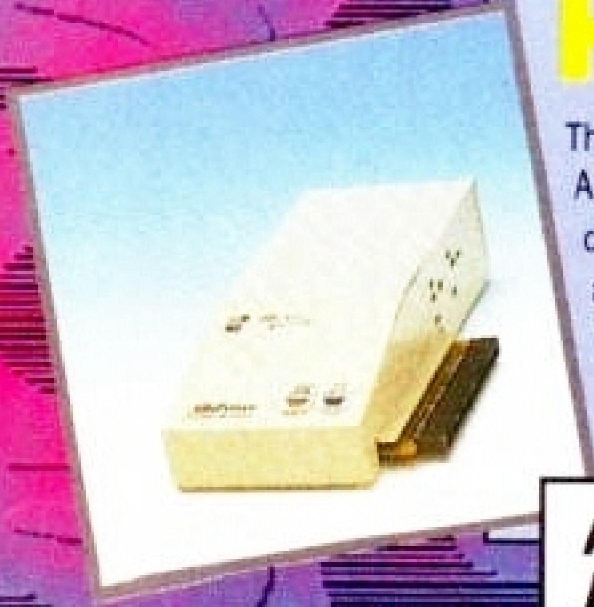
A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU.

NEARLY DOUBLES THE SPEED OF THE A1200

A600 MEMORY EXPANSIONS
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Full instructions and software supplied.
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DATAFLYER SCSI+

Now includes CD ROM drivers and instructions.

The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive.



The Dataflyer SCSI+ will operate upto 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removeable drives, tape back up drives etc.
Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600.
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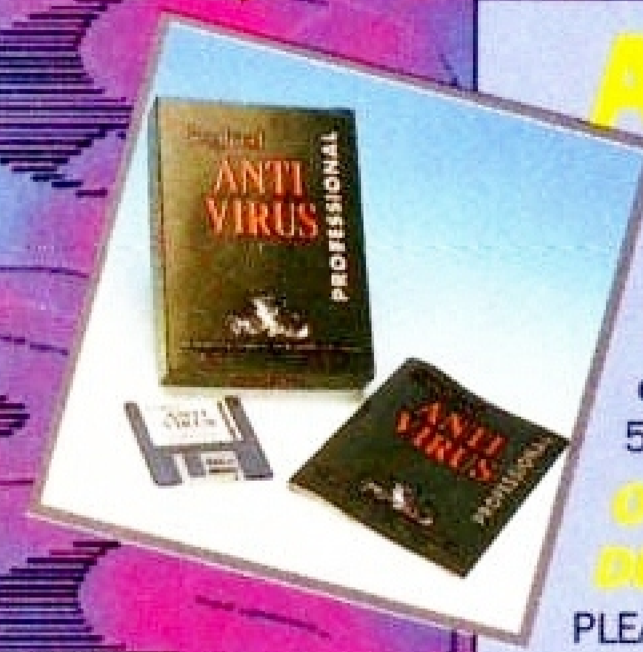
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ORDER NOW BEFORE A VIRUS DESTROYS YOUR SYSTEM !!!
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72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

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Our high speed 2.5' IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee.
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APOLLO A1200 ACCELERATORS

APOLLO 1220

Amazing power for such a low price. This superb accelerator uses a 68020 running at 28hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



APOLLO 1220 ONLY £99.99
APOLLO 1220 +1mb £139.99
APOLLO 1220 +4mb £229.99



APOLLO 1232/50

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APOLLO 1232/50 £199.99
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68882 FPU £69.99

APOLLO A620

Internally fitting A600 Accelerator features 68020 and FPU both running at 28MHZ. 72 pin simm socket for up to 8 Mb of FASTRAM. Easy fit, makes your 600 faster than a 3000!!

NEW PRODUCT

APOLLO A620
ONLY £134.99
+ 2MB £199.99
+ 4MB £264.99

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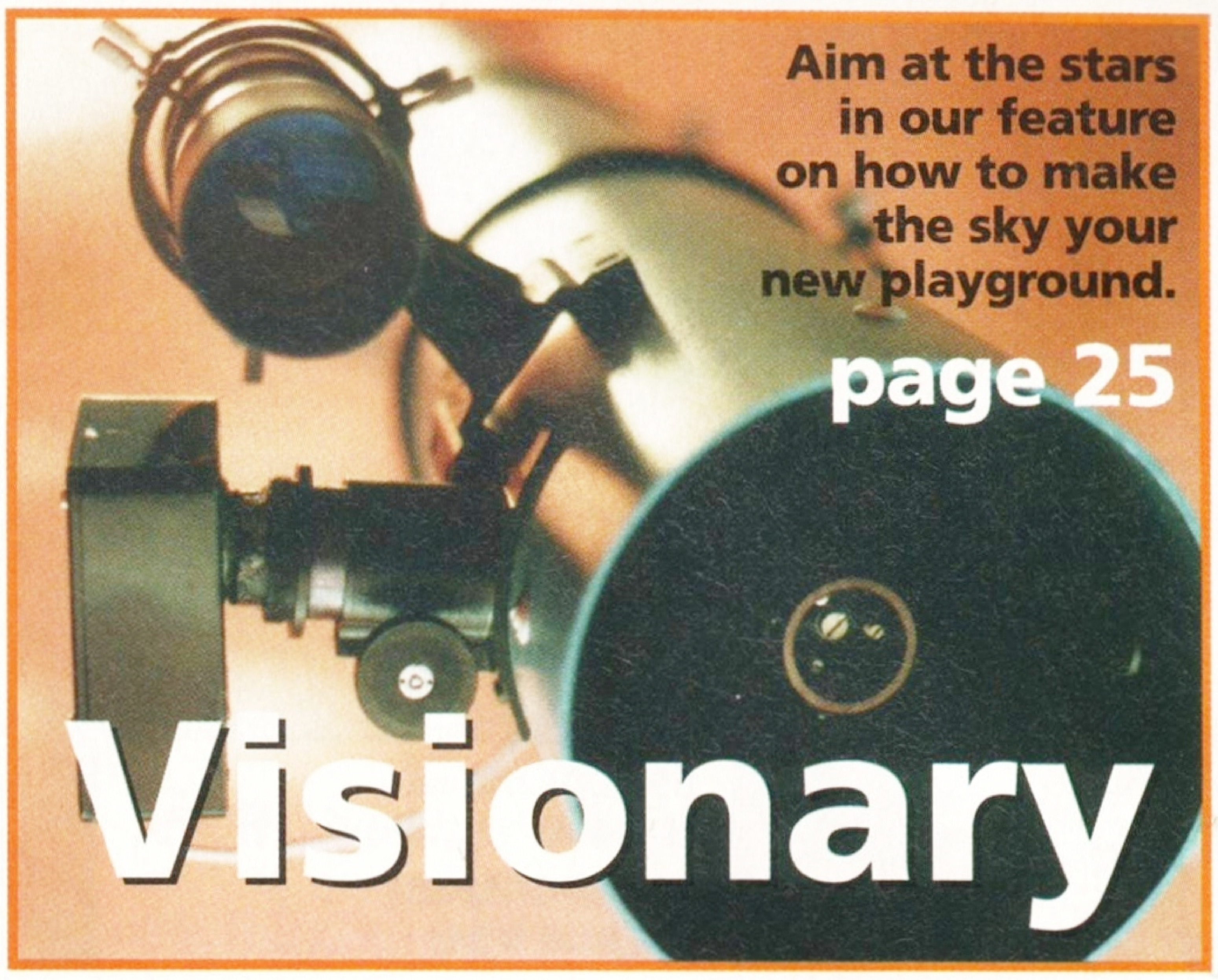
Personal callers welcome.

Please phone first to check availability of any item.

DIRECTIONS:
From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

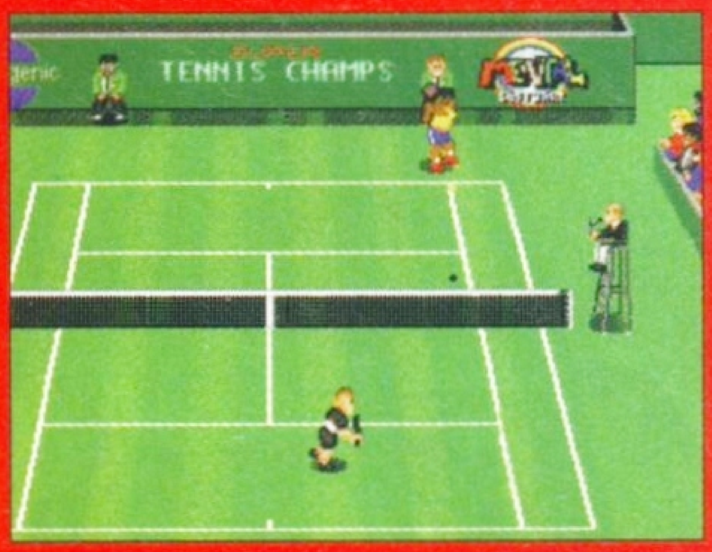
NEWS page 12





AF GAMES

Every new Amiga game reviewed and rated!


SUPER TENNIS CHAMPS


CITADEL


WORMS


DUNGEON MASTER 2

AF SERIOUS

Best of Bordeaux



No, there's no doubt – the Amiga is back and it's here to stay. We toured the birthplace of the re-born A1200 and give you a full report on...

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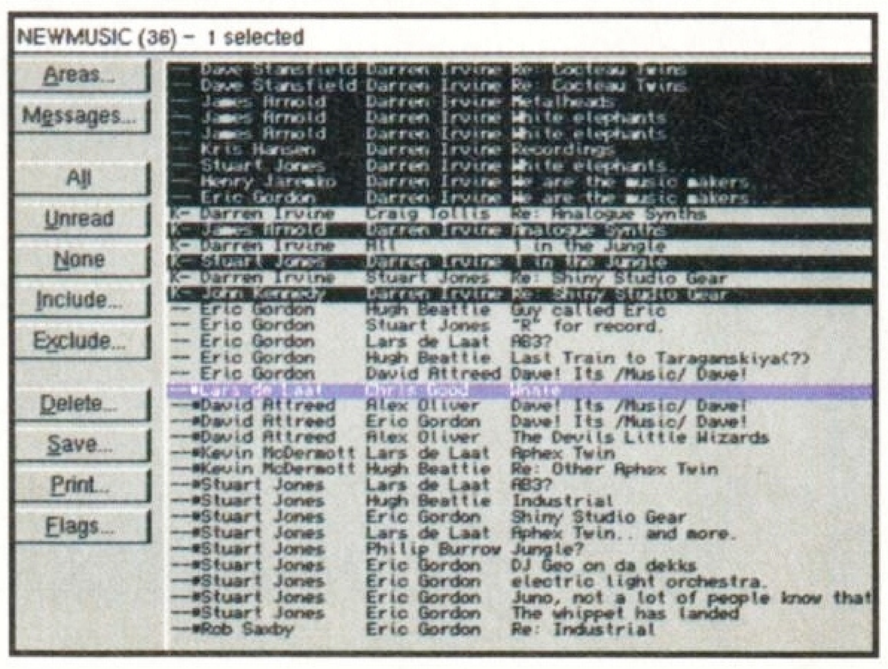


The Amiga is back in full production and *Amiga Format* was there to witness the happy event.

Fidonet

Find a cheaper way to get connected... What exactly can it do for you? This is a feature you simply can't afford to miss.

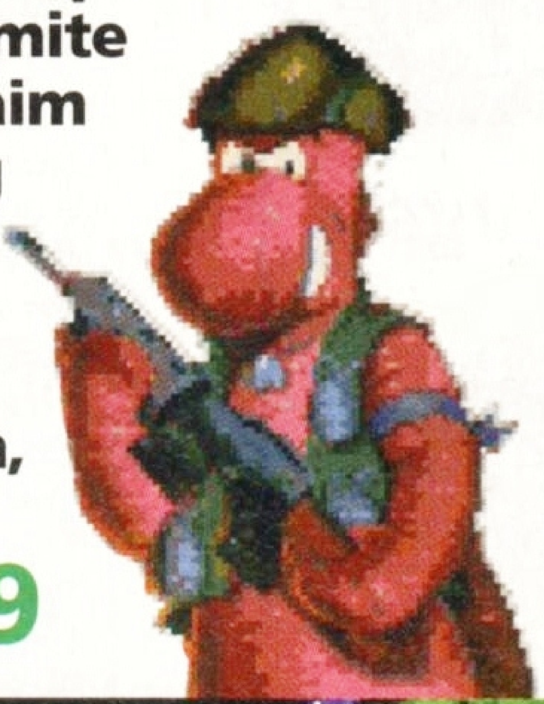
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Bazooka Grandpa Flump, dynamite Princess Di, aim your homing missile at Michael Fish... It's crazy, it's fun, it's *Worms*!

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REGULARS

OFFERS

Coverdisks



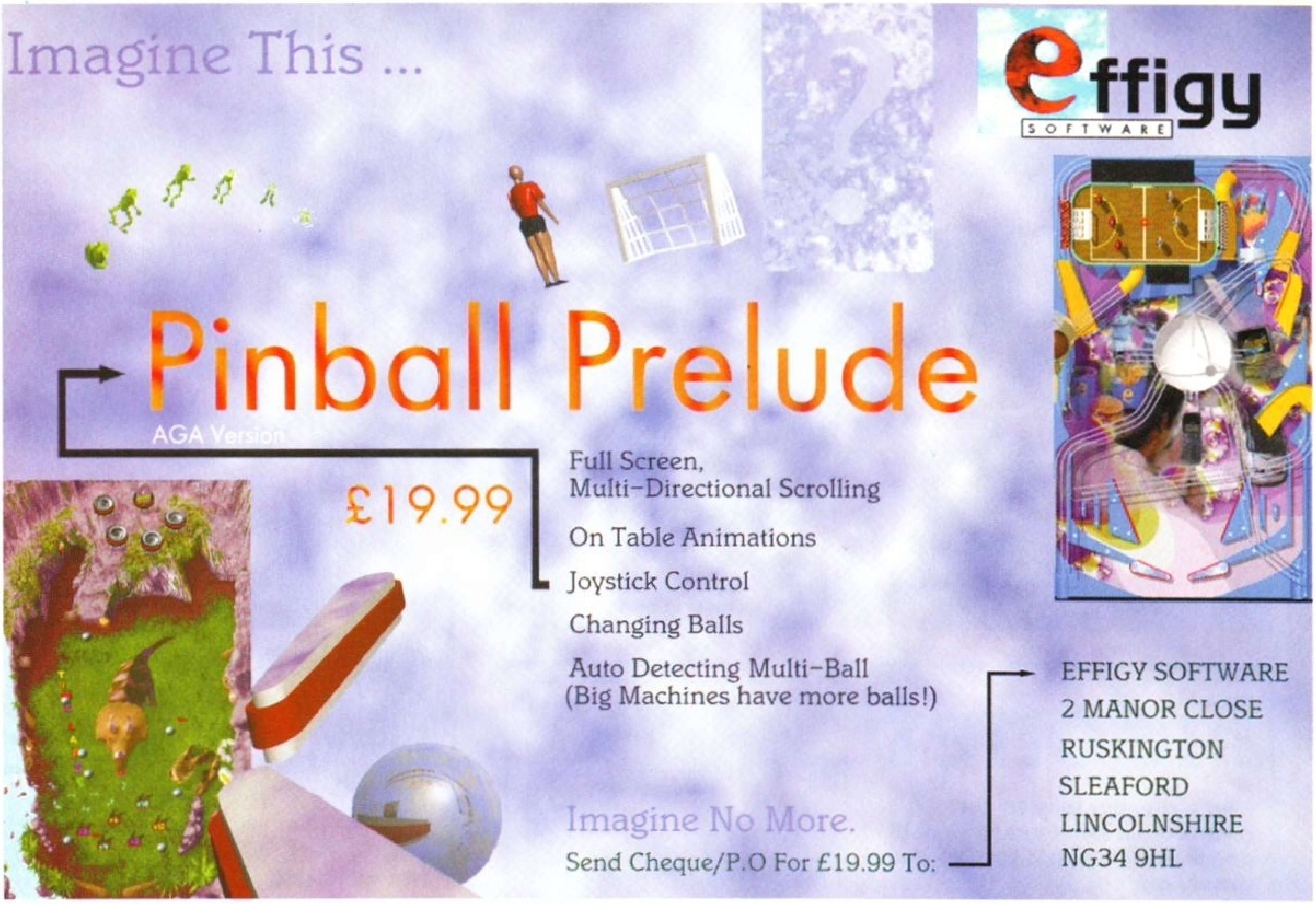
Coverdisk A:
Organiser 2 – p140

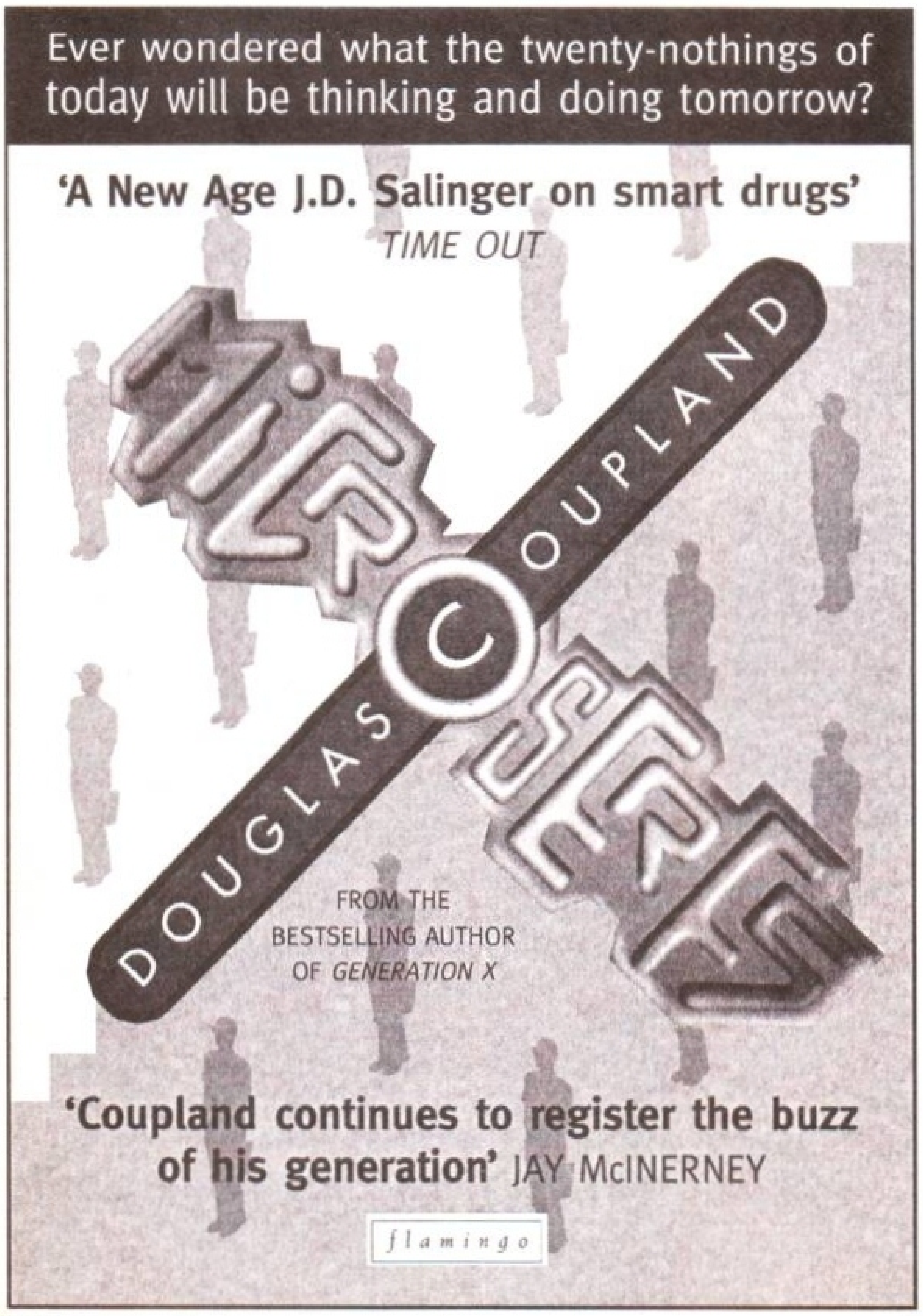
Try out the full version of Digita International's brilliant PIM, *Organiser 2*. This non-cutdown version of the program provides you with all of the program's features until February 29th. You'll also be able to save yourself 10 quid off the retail price – see page 17 for details.



Coverdisk B:
Worms – p138

Try out our exclusive, three-level, customised version of Team 17's wacky, wild and sociable combat extravaganza. War has never been so wriggly, silly, pointless and violent in the history of Amiga games. Then again, maybe it has.





ADVERTISER INDEX

CHRISTMAS 1995

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Christmas In View

Nick Veitch admirably resists putting on a red cloak and a dodgy white beard to tell you about this special, festive issue.



The Amiga is most definitely back this Christmas. Already stores that have them are selling out faster than they can be resupplied and when the big chains get in on the act, including the Escom stores, Amiga Technologies will surely reach their sales target of 60,000 units.

If you are the proud owner of an Amiga for the first time, may I take this opportunity to welcome you to our magazine and to the Amiga community. You'll find, I'm sure, that Amiga owners are as helpful and friendly as the machine is wonderful. We're so kind and wonderful that for this month only you'll find a special seasonal subscription offer on page 137 – you wouldn't want to be without 12 issues worth of hints, tips, reviews, advice and news would you?

On the news front, you'll find that on page 12 we have an exclusive and sensational report from the recent Video Toaster User Group show in Los Angeles, where the General Manager of Amiga Technologies made a speech outlining the future for high-end professional Amiga equipment.

But before you get all carried away with things a long way off, why not relax for a bit with a spot of mindless, over-the-top violence. I know nothing makes my Christmas more complete than exterminating things with extreme prejudice, so I'm thrilled about our excellent Coverdisk game this month – the long-awaited *Worms*.

Those tedious, prattling bigheads at Team 17 have been going on for months and months about how great this game was going to be – and the really annoying thing is that they just might be right. Check out the Coverdisk, and see what we thought on page 49.

If you'd rather think more positive, peaceful thoughts at this time of goodwill (you sissy), then why not take our other Coverdisk for a spin. *Organiser* will let you plan the weeks and months ahead, safe in the knowledge that you'll never be caught out by your Auntie Mavis's birthday ever again. We're running an upgrade offer to the full version, so check out the details on page 17.

As if all that wasn't enough, you'll find our seasonal buyer's guides indispensable if you are new to the market or just want to jog Santa's memory at the appropriate moment.

So, as I can tell there is a big star approaching fast, I'll just say thank you for your support over the last year, wish you a merry Christmas and I hope to see you in the new year, when we have some amazing stuff lined up for you!

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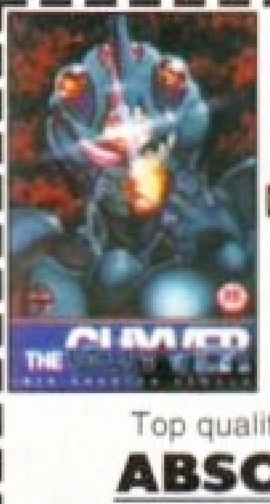
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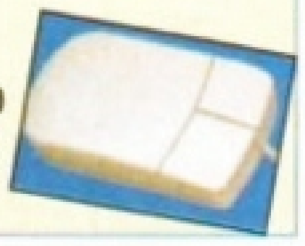
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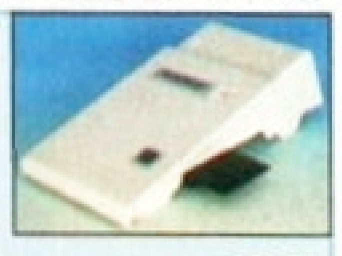


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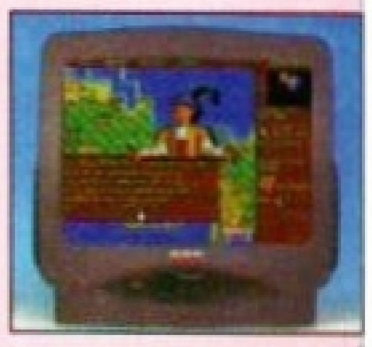
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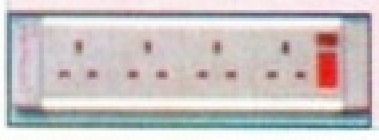
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AMIGA FORMAT news



Power Amiga is go!



Amiga Technologies put on quite a performance at the Video Toaster User Group show, Los Angeles.

Petro Tyschtschenko, President of Amiga Technologies GmbH, has finally made public his desire to produce a world-beating RISC-based Amiga. The announcement came at the 2nd Annual Video Toaster Expo, held in the Universal City Hilton, Los Angeles on 1-4th November. The event is one of the more important dates in the calendar for US Amiga users, who on the whole tend to use their equipment more for professional and business purposes, than their European cousins.

In a half-hour speech to a packed ballroom of about 500 people, Petro Tyschtschenko, pulled up a black cloth and revealed a brand new production Amiga 4000 Tower and also showed, cased in lucite, no less, an actual A1200 motherboard produced by Amiga Tech. along with a full A1200 bundle pack.

He then, after much suspense, announced that the next generation Amigas will use Motorola's PowerPC CPU and will be dubbed the Power Amiga. Explaining the choice, Mr Tyschtschenko expanded:

"There were many options possible. Motorola proposed the Power PC, there was also the HP PA, the Minisparc, or DEC Alpha processors. All of them had advantages and disadvantages, the choice was very hard indeed. Ladies and Gentleman, we made our choice. The next Amiga will be called Power Amiga. We removed 'PC' for aesthetical purposes.

"The Power PC processor is fast... especially when it runs a decent Operating System. We believe that with an Operating System like AmigaDOS, the Power PC processor will show all the power that it has; it will be faster than with other Operating Systems."

Commodore themselves had been thinking of a RISC-based machine over two years ago. They were then working in co-operation with Hewlett Packard on what has now become known as the PA-RISC chip. While that chip is in many ways more powerful than the PowerPC processor, Amiga Technologies obviously recognise the strategic advantage in adopting the same technology as Apple and IBM.

"Another important reason for our choice is the partnership that this processor brings to us. Apple already had the experience of a migration from 68000 processors to PowerPC and we can take advantage of this experience," commented Tyschtschenko, adding:

"Motorola and IBM will also be precious partners for the Power Amiga project, on the software side as well as on the hardware side. Of course, we are also in talks with IBM and Apple."

He also pointed out the true multitasking benefits of AmigaDOS and, in a more startling announcement, suggested that AmigaDOS itself would be ported to other platforms. This leaves no doubt as to the OS chosen to run the Power Amiga, as many had feared it would be simply another PowerPC box running Windows.

"AmigaOS is excellent and will become even better. We have decided to port it to other platforms as soon as possible. Of course, we are also aware of the features that our system lacks. Long-awaited features, like memory protection, virtual memory and strong network abilities are on top of our to-do list. The next version of Amiga OS will hopefully include all these important things."

Pictures and additional reporting by Harv Laser.

A1200 gets CD-ROM drive

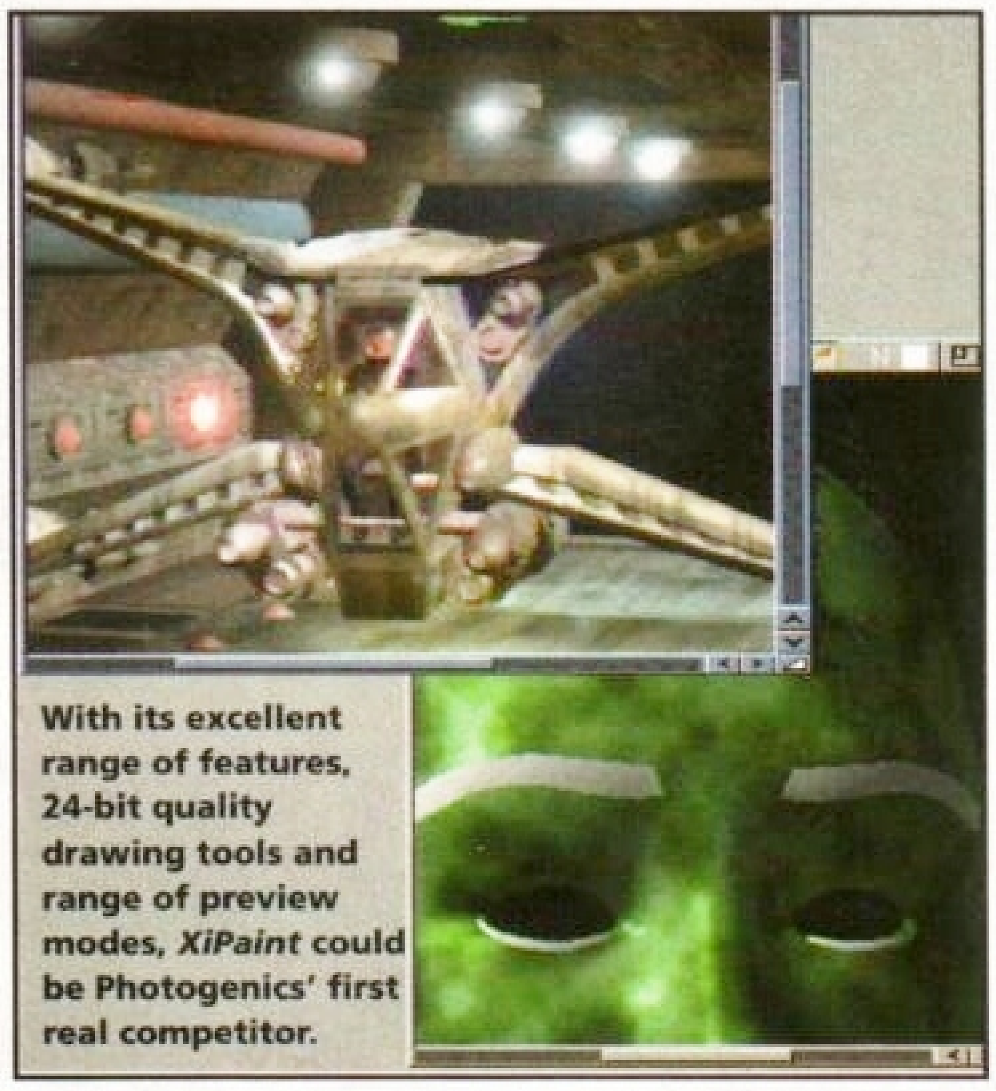
Despite an abortive attempt to produce a CD-ROM drive for the A1200 by Commodore, Amiga Technologies have seen the potential of such a device and have created a new and upgraded model. The Q-Drive, as it will be known, will have been unveiled at the Computer 95 show in Cologne by Amiga Technologies.

The technical specification of the drive is quite impressive. It will be attached to the A1200 via a PCMCIA connection, rather than the trapdoor and thereby leave this free for accelerators and RAM cards. The mechanism itself will be quad-speed and, therefore, will have a transfer rate of 600 Kb/s. It is also multi-session compatible, which is necessary for reading PhotoCD discs. It will have Hi-Fi stereo output and will be able to mix audio and Amiga sounds.

On the serious software front, there will be an audio CD player, PhotoCD displayer and slideshow creator. Game fans will be relieved to know that there is also CD^{32} emulation.

All of this, except the software of course, will be contained in a relatively compact external unit measuring 24x15x5 cm with its own PSU. You can bet that as soon as they are available we'll be getting our hands on one of these little beauties, but for a sneak-peek, look out for our Computer '95 show report in the next issue.

XiPaint on CD!



With its excellent range of features, 24-bit quality drawing tools and range of preview modes, *XiPaint* could be Photogenics' first real competitor.

XiPaint has finally made it to the shores of the UK. Previously this 24-bit painting package has only been available in America and Germany, but now German company GTI are further expanding their excellent product-range in the UK, by supplying the latest version of the program on CD-ROM.

One of the big advantages of supplying this program on CD-ROM is that there is plenty of space for additional images, tools, fonts and materials. It is possible to draw many similarities between *XiPaint* and Photogenics – although *XiPaint* has not been designed as an image processor, it does work in real-time at 24-bit quality, providing previews on both standard machines and those with graphics cards.

Some of its painting features include an enormous number of paint modes, a flexible interface and support for layers. Prices and UK distribution have yet to be set, but we will have a full in-depth review next month.



Despite the lack of any obligation to Amiga Technologies, the 'Man from Escom' will be stocking the new Amiga bundles.

Major Deal Sets Up Amiga For Maximum High Street Penetration

Amid much rumour, counter rumour, confirmation and denial, the Amiga will at last be officially stocked and sold in 200 Escom stores throughout the country.

The deal between the retail division of Escom and Amiga Tech. has been finalised, and initial stocks of the machines will be in Escom shops by the time you've read this.

Escom view the price point as filling a gap below their entry level PCs, retailing at around the £600 mark.

More pleasing for Amiga Technologies is that between the Independents, Tandy and Escom, the "60,000 units by Christmas" target is looking more and more viable by the day.

The Amiga will even make it into the 'Man from Escom' brochures which regularly fall out of Sunday papers on to the newsagents' floors.

Incompatibility blues...

Reports have been filtering through from retailers and end users of software incompatibility problems caused by the drives fitted in the new A1200s from Amiga Technologies.

Claimed failure rates as high as 95 per cent with present Amiga software have been nipped in the bud thanks to *Amiga Format.*

Incompatibility does exist, though. The full extent of the problem is not yet known. But 95 per cent seems grossly excessive. So far, the majority of recent software tested by *Format* has passed the acid test and worked with the machine, and not all machines seem to suffer from the problem. When contacted, Amiga Tech. UK suggested that the problem was most likely to be "software not written within the guidelines".

One software publisher, who didn't wish to be named, countered: "It's more likely that they haven't stuck to their own guidelines. Previously registered Amiga developers haven't been contacted by Amiga Technologies about this drive." This developer's last game was written within Commodore's guidelines, yet refuses to load with the new A1200 drive.

The drive in question is the Panasonic JU 257 A. This is actually a High Density drive which Amiga Technologies have 'jumpered' to read and write to normal Double Density disks.

Peter Kitell, Amiga Technologies Director of Development said that it was too soon to make a conclusion, or form an opinion on what had gone wrong; they were currently "investigating theories" and "investigations will take place to the end of next week" (10/11/95).

An official statement on the matter will be made at the Computer '95 show held in Cologne between 10-13th November. We'll be bringing you a full report next issue.

Meanwhile, here's a list of what we know works for sure and what might not:



Trouble on the horizon for the new Amiga Magic pack?

WORKING:	NOT WORKING:
Alien Breed 3D	Citadel
Worms	Death Mask
Dawn Patrol	Fears
Gloom	Lotus 3
Coala	X-Copy doesn't recognise disks
ATR	Cool Spot
Team	Player Manager 2
Bravo Romeo Delta	Cannon Fodder 1&2
Hollywood Hustler	Aladdin
Championship Manager Italia 95	Lion King
Thomas The Tank Engine Pinball	Zeewolf

The Smith Column



Let's have no doubts about this, unless the computer world wakes up and takes some notic; it's not going to be like the death of pop music (1992-93), nor is it going to be the new Hollywood (1992-94), it's going to end up like the car industry with a few big players creating homogenised vehicles with more and more features taking you further and further away from actually doing anything.

Look at the motor world at the moment: thousands and thousands of compact cars, all looking very similar and all doing the job efficiently. Then you have the exotic motors, complete with bells and whistles, airbags and stick-shift
CD players, but affordable only to the wealthy. Now, if there was a healthy industry with companies attempting to provide some cutting edge technology at affordable prices, we might have lower emissions, better fuel consumption and greater safety, because the big boys would be forced into competing.

Now look at computers. We're heading rapidly towards a situation where PCs and then Macs are the stable fare for the average person. Sure, you can look to Silicon Graphics Indigos, Sparcs, DECs and NeXTs, but

The technology is flexible enough and the hardware is expandable enough for both neophytes and experts...

these really are the Ferraris and Bugattis of computing. Aside from the Amiga, there are now no longer any computers that fill the roll of the cheap car that can be improved on, added to and generally learnt about.

And this is unhealthy for everybody. With Operating Systems and pseudo Operating Systems such as Windows 95 becoming more and more similar, there are no new ways being developed to actually look at computing differently.

Everything is heading towards the same kind of GUI (except for places such as the Xerox PARC hotbed) and this can lead to tunnel vision, and this tunnel vision can lead to a crippling lack of research and development ten years up the line.

I see the Amiga as being the key to a new kind of thinking in computing. Replete with keen users and the demo crews who are still getting new things out of the system, the technology is flexible enough and the hardware is expandable enough for both neophytes and experts to experiment with and increase their (and our) horizons by not being shackled to the conventional systems.

Optimistically, if Amiga owners grab their idealism with both hands and start to use the hardware to develop new hardware and software, these will be taken up by the big players, because the Big Players will have no other choice.

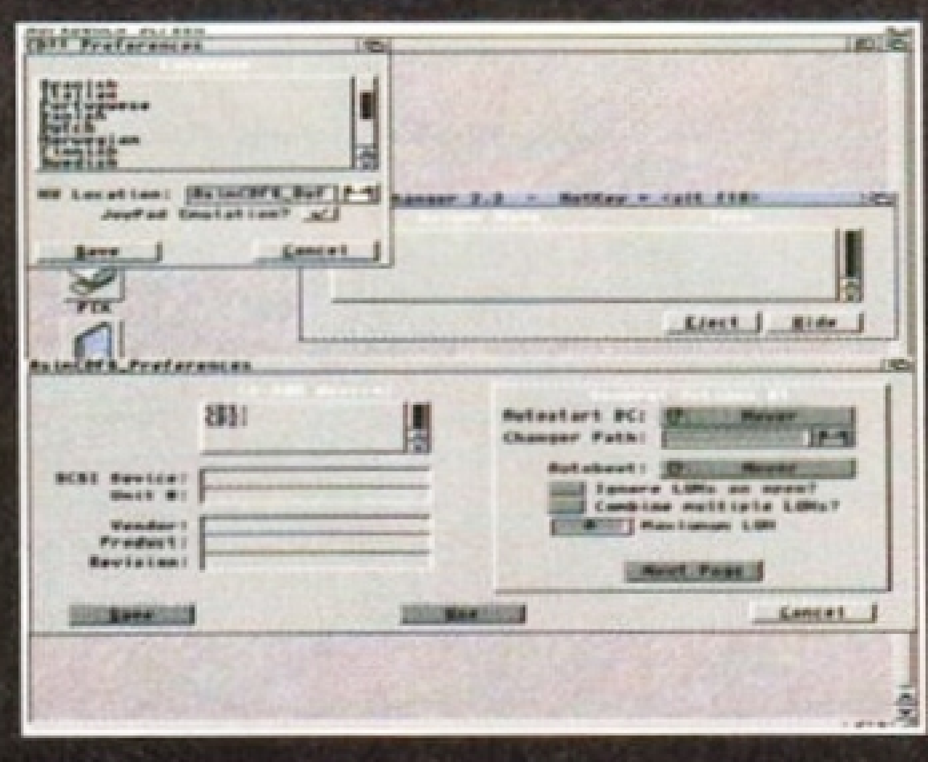
So, for the good of us all, play with your Amiga, see what you can make it do and then make it do more. There's nothing to lose and there's a whole lot to be gained.

Contact Tim Smith on gashead@cix.compulink.co.uk
and gashead@team17.com

The opinions expressed here are only sometimes those of *Amiga Format*.

Asim 3.0

One of the most popular programs in the States that has not been distributed widely in Europe is *Asim CDFS*. Produced by Asimware Innovations, this excellent CD-ROM filesystem is packed with useful features and several tools. *Asim 3.0* is now available from Siren Software at a price of £49.99, which includes the Fishmarket CD, on 0161 7965279.



Some of the utilities supplied with this latest version are the audio CD-player Asimtunes, a conversion program for PhotoCD images, CDTV and CD32 emulators and full support for both ISO 9660 and Mac HFS CDs.

We'll be reviewing this program in the next issue.

Re-Appraisal For Team 17

Team 17, the famous Amiga games software developer, contrary to previously released statements, have exclusively revealed to *Amiga Format* that they will not, as originally intended, be leaving the Amiga.

The decision, due partly to the warm reception of *Alien Breed 3D* by *Amiga Format* in issue 78 and the rise of the game to the number one spot in the full price Amiga 1200 charts, means that Team 17 will again be receptive to games sent in by budding Amiga talent.



Worms started out life as a simple game sent into *Amiga Format* and passed on to Team 17. Team 17 are still on the look-out for new Amiga games. So, send them in.

In issue 52 of *Amiga Format* we ran a competition for readers to write their own games. One of the games sent in was written by Andy Davidson and called, of all things, *Worms*. This game, picked up later by Team 17, is now appearing on almost every computer and console platform known to man (full review starts on page 49) and has all the hallmarks of becoming a cult smash.

Continuing the vein of good news, Team 17 also exclusively revealed to *Format* plans to release a data disk follow up to *Alien Breed 3D* which will rely on the original passcode book, feature a completely new set of 16 levels, and also feature a level editor which will let players of the game do the following: Fully design new levels of the game; incorporate new alien graphics, movements and behaviours; add new sounds, new wall, floor graphics and new game text. Also included will be comprehensive documentation on the first game, guides to designing new levels, and hints, tips and suggestions to help in the first game.

Part of the huge success of *Doom* on the PC and *Marathon* on the Mac was due to this ability to customise graphics, sound and level design. The Public Domain went mad with people frantically swapping new designs and sounds with each other; one of the best moments in *Marathon* was when you killed an Alien and the late Sid James could be heard laughing his inimitable laugh.

No firm dates have yet been set for this release, but it's expected to happen within the first two months of 1996. We look forward to this development with optimistic excitement.. Send your games to Team 17, Longlands House, Wakefield Road, Osset, West Yorkshire, WF5 9JS. Tel: 01924 267776

Breathless

EXCLUSIVE

Power Computing are set to enter the heady world of Amiga game publishing with a stunning first-person perspective shoot-'em-cum-explore-'em-up.

Created by an Italian company, Fields of Vision, and entitled *Breathless*, the graphical and technical proficiency behind the game was enough to make everyone who saw it at *Amiga Format* feel, quite literally, breathless.

Breathless not only has the potential to match Marathon on the Apple Macintosh, it has the potential to beat it hands down. Exploitation of the engine to achieve a full-screen effect requires an accelerator, hence the obvious and logical link with Power Computing – suppliers of several of the most popular accelerator cards on the market, including the Falcon 040.

The gameplay of *Breathless*, however, remains the same on a standard A1200 – even though a smaller screen and lower resolution is required to maintain an effective running-speed.

Of all the features listed in the text file accompanying the demo of the game, the most impressive are the raytraced graphics, the variable lighting, the artificial intelligence of the game's adversaries, logging on to terminals to upgrade weapons, the look of the game and, most important of all, the ability to look up and down.

This feature is a first on the Amiga for so called Doom-clones. It means that when walking up or down stairs the player can see what's coming; if creatures are in a pit or on a ledge, the player need no longer feel puzzled at where shots hitting them are coming from, they can look in that direction.

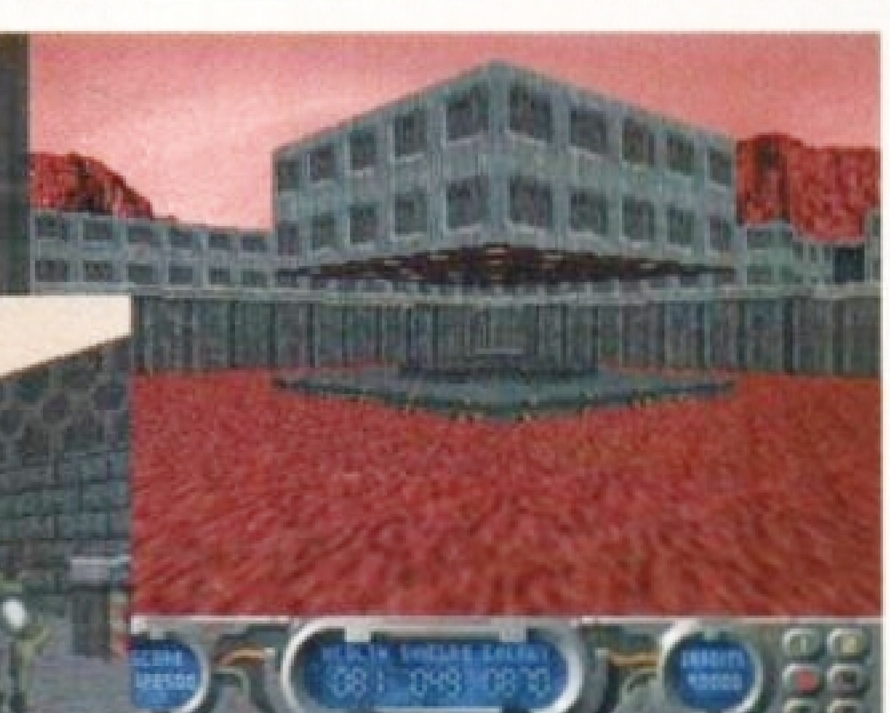
The knock-on effect of this game could have wide repercussions for Power Computing, game development and the Amiga market in general. Power Computing are power players in this field. Their marketing expertise combined with games like *Breathless* to showcase the potential of their Amiga-based hardware product could create a force to be reckoned with.

With news emerging of the development of a Power Amiga, combined with the falling price of A1200 accelerators, the Amiga could rightfully regain its place in the mind of the public as the premier computer for productivity, ease-of-use and gameplaying.

Roll on next year.









All of these screenshots are from Fields of Vision's up and coming new game *Breathless*. They're also promising a level editor and customisable texture maps.

niblets

STORE OPENING IS JUST A GAME

The opening of eight brand new Game stores proves that the successful independent game software chain is going from strength to strength.

Eight new stores have been opened in the following locations: Basildon, Loughborough, York, Maidenhead, Ashton-under-Lyne, Bradford, Wrexham, and Wolverhampton.

Game carry Amiga software, so now you know where to look.

A PLEASANCE AFTERNOON

Anyone wondering about the fate of ex-Commodore Managing Director, David Pleasance, should be pleased to hear that he's set up a company called Tangent Music Design.

As the name suggests, the business is based around a 24-track recording studio using A4000s as the base technology. *Amiga Format* will be featuring Mr Pleasance, his studio, and the software and hardware it uses next issue. Tune in then for more information.

NEW DIMENSION TO FREE MAG

Video Update, the free in-store mag given away in WH Smiths is looking to games firms for editorial material of their upcoming games. Anyone wishing to do so should contact Gaynor Edwards on 0171 436 8383

Amiga to The Rescue

Prodis PLC, parent company of official Amiga distributors SDL, have, as of 19th October 1995, applied for an Administration Order to protect themselves from wayward creditors and liquidators.

A downturn in trading conditions since the dissolution of Commodore and consequent non-supply of Amigas has hurt SDL financially, as the Amiga range of computers and associated peripherals is their main income.

The move should raise no alarm bells among end-users of Amigas due to the timing and purpose of the administration order.

Now that Amigas are finally shipping throughout the UK, the order means that SDL have a three month stay of execution from paying outstanding debts.

The period of October to January has traditionally been the most important and profitable time of SDL's operations.

Amiga Technologies will continue supplying SDL with new Amigas and is confident of the success of the product.

Current sales performance in the High Street suggests that SDL are odds on favourites to pull through and resist the threat of bankruptcy to its parent company.

In typically bullish mood, Jonathon Anderson speculated that even if the worst scenario were to happen, there were plenty of outside interests willing to step in and buy SDL as an on-going concern.

Whatever happens, the success of the new Amigas seems assured.



"You may be worried to hear that this demo is, basically, a vector demo. No need to hide behind the sofa, though."

PD SELECT PAGE 79

The Bradford Column



I recently had the onerous task of sifting through over 14,000 floppy disks, all containing pirated software, which had been seized by ELSPA. My purpose was to separate the HD from the DD, count 'em and box 'em so they could be recycled as 'second-user' disks. As you can imagine, such an activity was as mind-numbingly tedious as configuring a PC to play the latest 'interactive movie,' so I began inventing little sub-tasks to keep me awake. Which games were the 'most wanted', which publisher was losing most through their products being lifted, etc. Sadly, I have no conclusions; I kept losing interest.

Something which did occur to me, though, was the sheer ignorance of the perpetrators. Many of the disks used as raw material for their ill-gotten gains would have been worth far more in their original state than with the data that had been copied on to them. I came across about ten *AF* Coverdisk versions of *Imagine 2* which had been overwritten with 'classics' such as Bump 'n' Burn. Idiots.

Depressing though it was, the vast majority of the floppies were PC, which suggests that all those publishers deserting Amiga, and citing piracy as the reason, may be jumping out of the frying pan into the microwave. There they were, 16-disk bundles, stuffed to the shutter with the likes of *Corel 5*, wrapped neatly with an elastic band and '£10' scrawled on disk 1 in felt pen (don't try this at home kids unless you want to serve time inside HM Prisons).

All those publishers deserting Amiga and citing piracy as the reason, may be jumping out of the frying pan into the microwave.

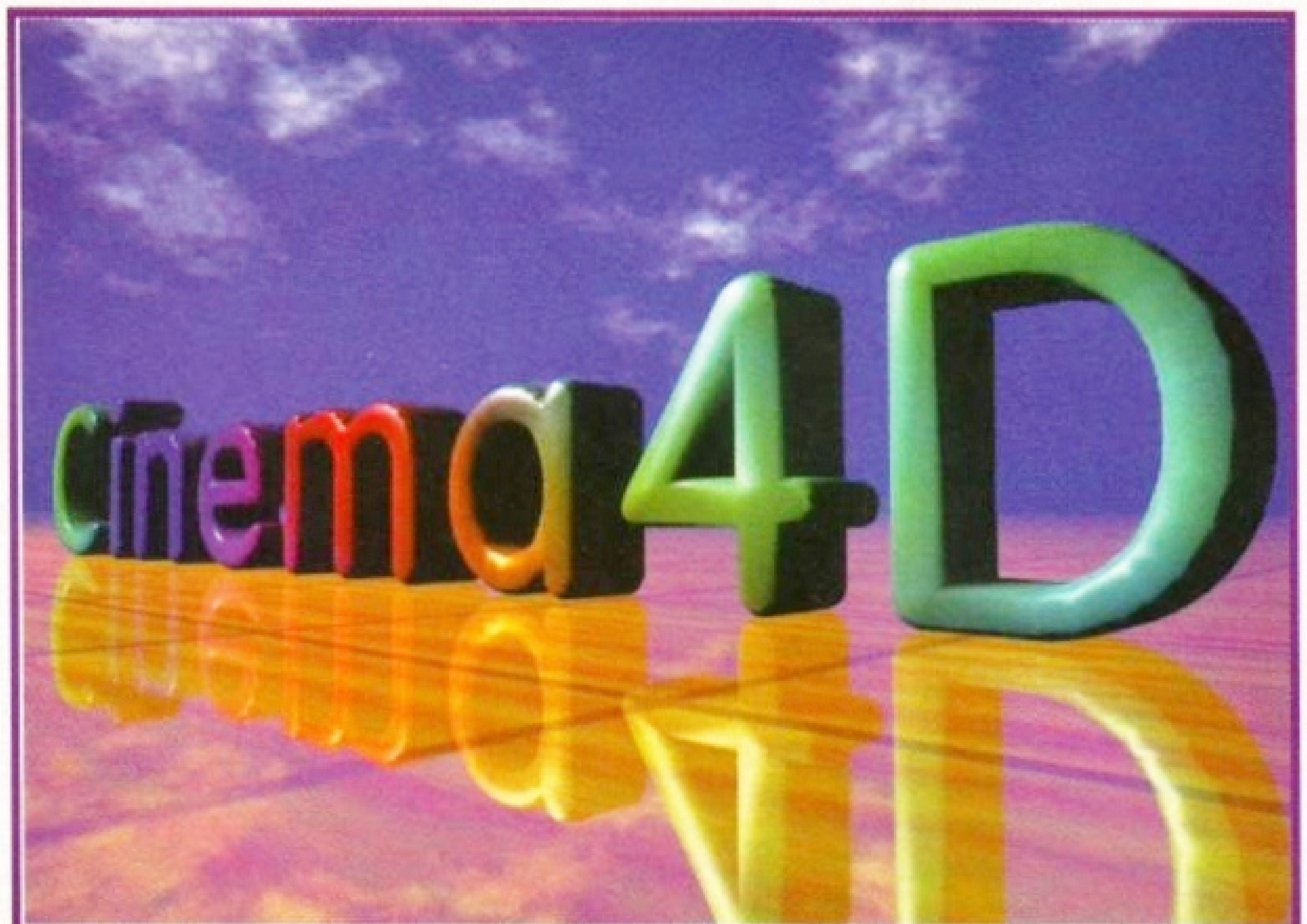
Of course, with the advent of CD-ROM, piracy is set to be a thing of the past on PC, isn't it? Is it? With recordable CD drives now down to under a grand, it will be even more widespread. It's a lot less time-consuming to copy one CD than 16 separate floppies. And a lot less risky for potential recipients of the 'products' too; at least with a floppy of dubious origin, there's a fair chance of acquiring a malignant virus too, at no extra cost. Surely publishers realise this? They've spent most of their short lives bleating about piracy, yet many of them are now concentrating entirely on the 'global format' that is CD-ROM.

I can imagine many, over the coming years, asking themselves searching questions such as; "Why were we in such a hurry to dump Amiga? Yes, there was piracy, but bloody hell, we used to still sell bucketloads." When Sensible get around to finishing SWOS on PC, do they think they will replicate the Amiga's sales figures of last Xmas? It should do, of course, but I'll wager it won't. If I'm wrong, I will volunteer to be the Sensible bog-cleaner for the day.

The Amiga is still a viable platform. It will not die overnight like the ST, even if certain publishers want it to. Those who are sensible (if not Sensible) should remember what a contingency plan is. While still in a position to make one.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in this column are those of a sheep worrier, not necessarily those of *Amiga Format*.



Cinema 4D upgrade

The superb German raytracing program *Cinema 4D* is set for a major upgrade. By the time you will have read this, version 3.0 will have been unveiled at the Computer '95 show in Cologne, Germany. This already impressive program will have its one major flaw removed – lack of procedural textures. This should give it enough power to perhaps topple 3D heavy-weights like LightWave.

Along with this important new addition, there will be several other refinements made to this excellent 3D system. This will include advanced inverse kinematics features, loads of new program extensions, even faster rendering and compatibility with the forth-coming PC version.

To find out more about this brilliant, new package turn to the review on page 89.

A600 '020 Power

Yep that's right, you long-overlooked A600-owners will soon have the chance to boost your machine's performance level to that of an A1200. This brand new accelerator card, the Apollo 620 turbo, incorporates the 68020 processor as used by the A1200.

Unlike most accelerator boards that fit in the trapdoor expansion slot, this board fits over the CPU of the A600. It also incorporates a 6882 25MHz FPU as standard that should give it a performance on par with a A4000 030. Memory can also be added as 1, 2, 4, or 8Mb SIMMs. The board also features a 32-bit memory shut-off switch to help retain compatibility. Look out for the review in next issue.

The board will cost £209.99 plus memory and is available from Gasteiner on 0181 345 6000.

Syquest strike back

Unhappy with the wave of positive publicity that greeted the launch of the Iomega Zip drive (see *AF76*), SyQuest are putting a big push behind their new EZ135 drive. The drive, which uses 135Mb cartridges, is trading on the "established technoogy" angle, but is also challenging the Zip on speed and price. Although the unit is slightly more expensive at £199, extra cartridges will be the same price as the Zip (£14.95), but offer 35 per cent more storage space. Contact Almathera on 0181 687040 for more details, or wait for the review next issue.

"With all the talk of hidden costs on the Internet, sign-up fees and monthly charges, it is important to remember that Fidonet is completely free."

Darren Irvine gets financial about Fidonet, the cheaper alternative to the Internet

FIDONET PAGE 33

EXCLUSIVE

Amiga Gets Nicked By Cleveland Police Force

An information system that makes innovative use of Amiga hardware and software has resulted in highly efficient information retrieval and substantial fiscal savings for Cleveland Constabulary.

The Cleveland Constabulary Information Network (CCIN) will serve over 1,500 officers in the Cleveland area and enable them to draw upon the extended information resources of the regional police force.

The system was developed by the head designer of CCIN, Tom Keegan. Due to its cost-effectiveness when compared to comparable PC-based systems, Tom said: "I based my decision on the simple fact that the Amiga is an ideal multimedia system and much more cost-effective than a PC."

Officers can draw upon full-screen, moving images – not the postage stamp screens offered by the PC – 24-bit pictures, stereo sound, stunning 3D graphics and stereo sound as standard.

The system is based around Amiga 4000 technology with Scala's InfoChannel at its heart. Hardware costs to date have settled around the £150,000 mark which includes 30 touch screen Point of Information (POI) terminals with MPEG video playback cards to match.

Also included as part of the system is a complete MPEG video encoding suite, meaning that any video footage shot or recorded by the police, be it from the scene of a crime or from a television programme, can be put on to the system to be retrieved from any of the POI terminals.

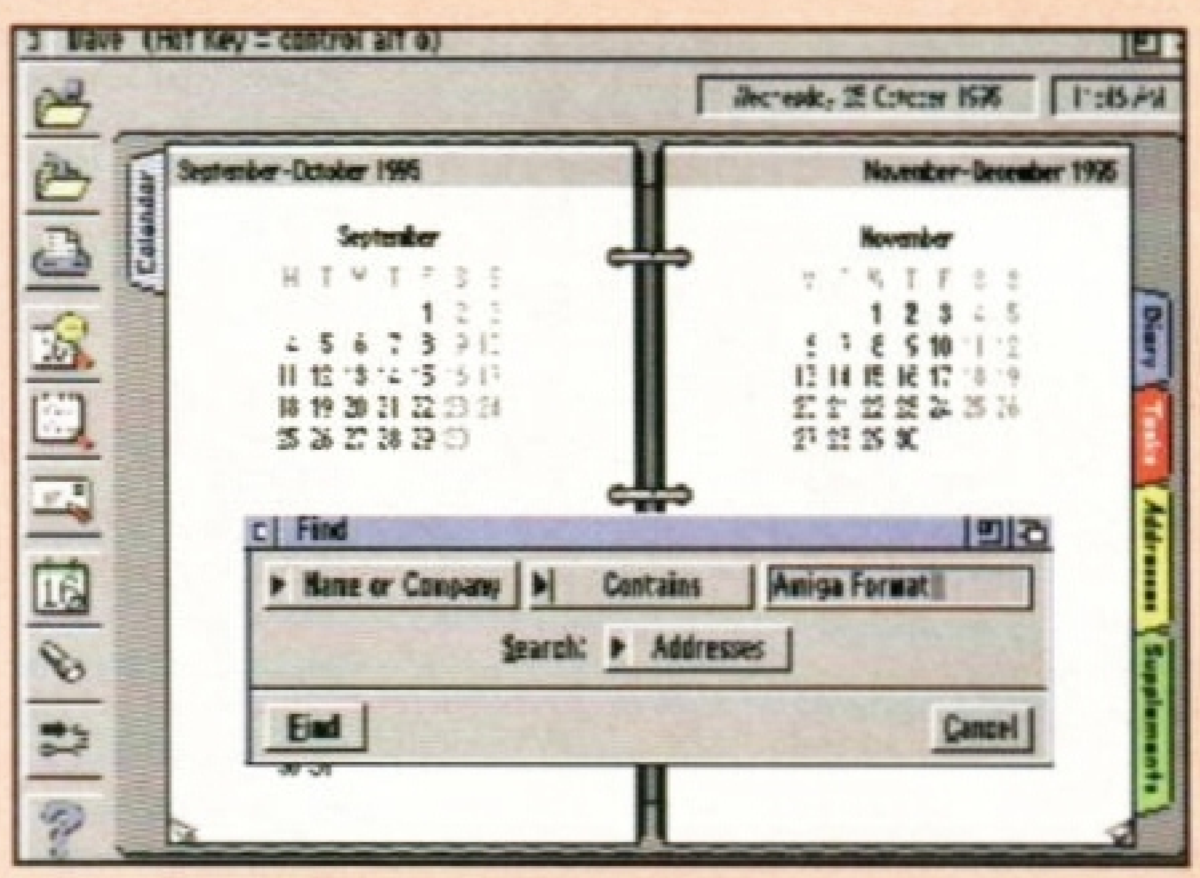
All CCIN terminals are controlled via a central workstation using leased BT megastream links to connect to the regions police stations. It is through the central workstation that information will be continually updated and kept fresh. Officers will even be able to advertise items wanted and for sale to each other.

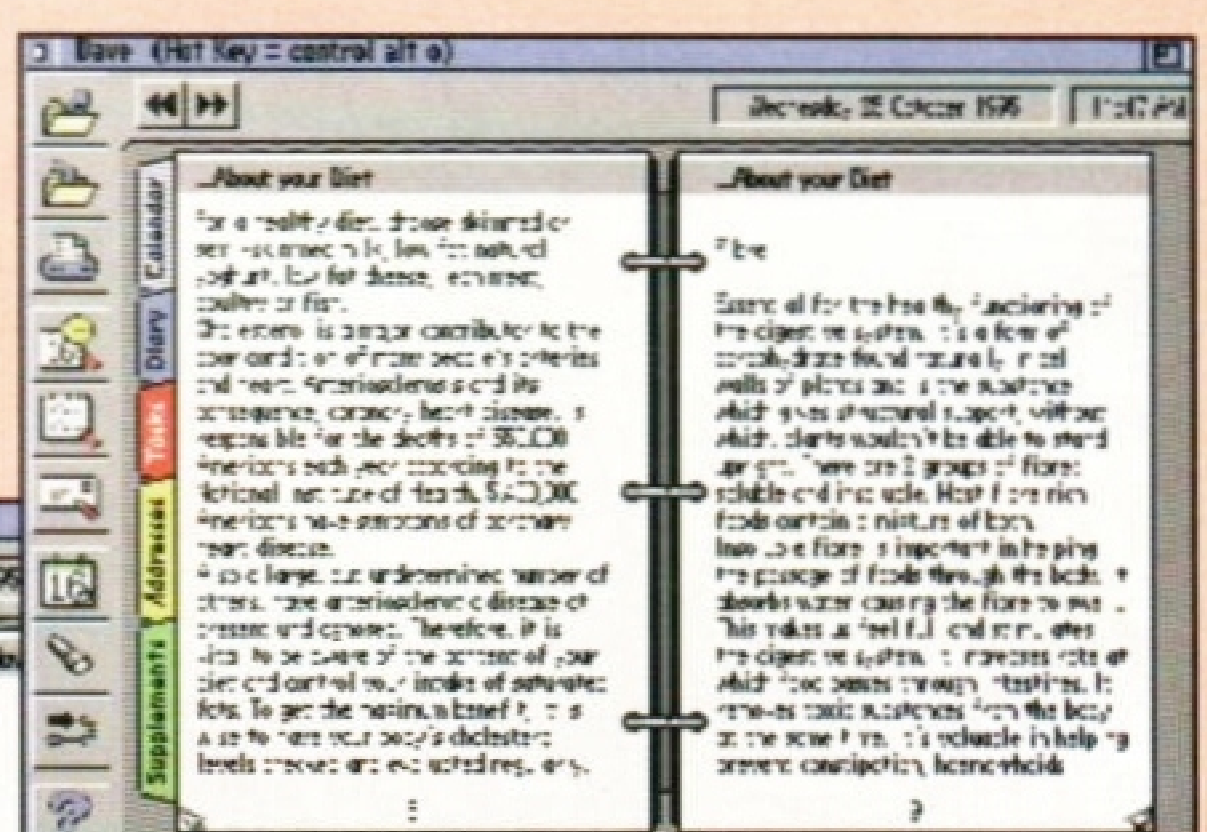
Cleveland's force hope to recoup the development costs of the system by selling it to other forces around Britain.

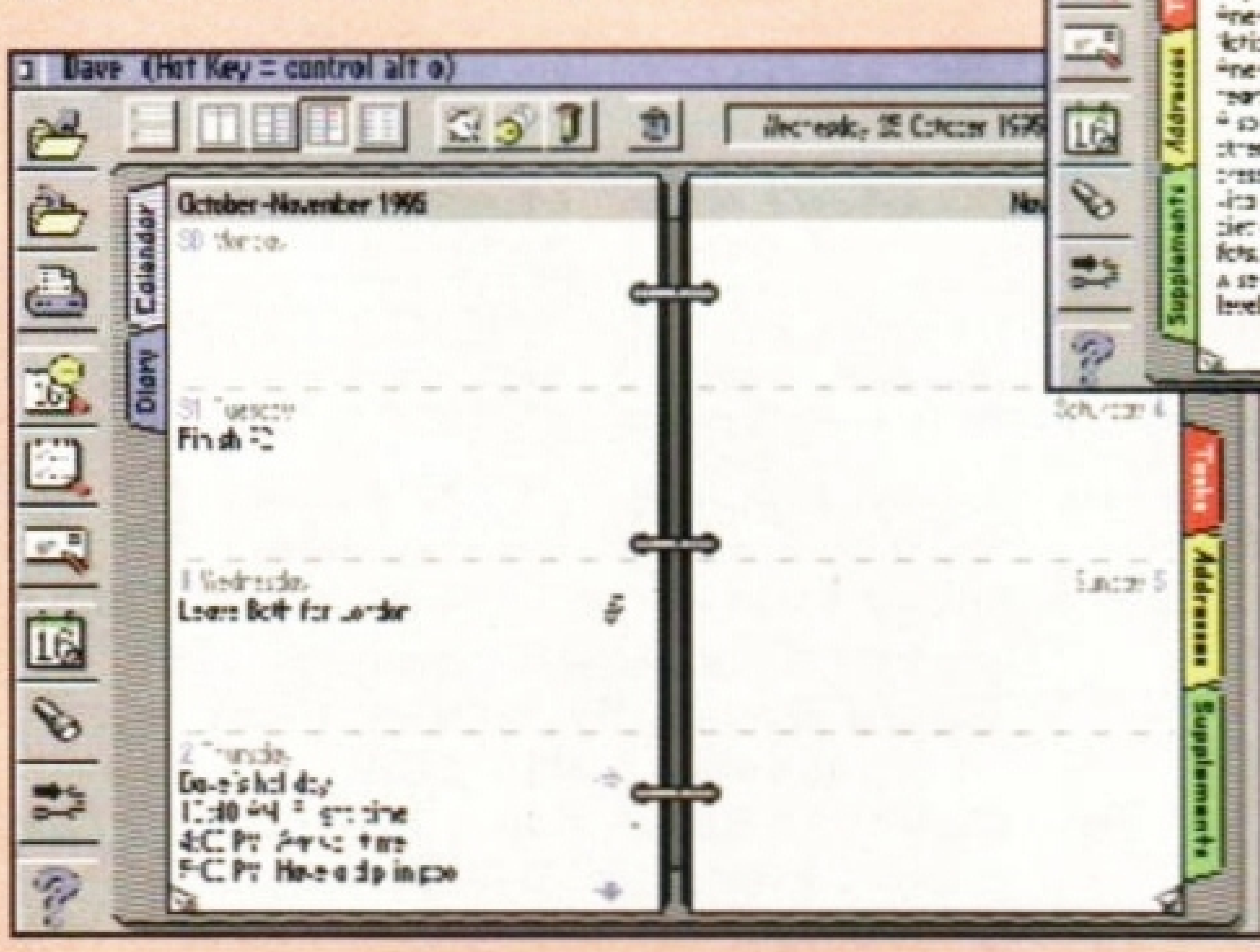
Pull yourself together

You've probably already played around with the demo of Digita's *Organiser* on this month's Coverdisk. You will know about its powerful features, such as the themed diary, Address book, Calendar and the useful supplements section. Alas, I have some bad news for you – it will stop working on February the 29th and your life will once more be plunged into chaos and uncertainty – unless you take this very special opportunity to buy the commercial version...

For a limited period, Digita are offering an upgrade price of £39.99, a saving of £10 on the RRP. To take advantage of this offer, contact Digita, now on 01395 270273, or write to them at: Digita International, Freepost, Black Horse House, Exmouth EX8 2YZ, England, or via e-mail: sales@digita.demon.co.uk.







Your Coverdisk will only work until the end of February, so make sure you put this upgrade offer at the top of your "to-do" list.

niblets

A1200 IS A CRACKER

Viewers of ITV's hit psychological detective, Cracker, may have been a bit suprised to see that the actress who plays the long-suffering wife of Fitz, used an Amiga 1200 in a therapeutic role to save her from the incessant crying of her new-born child.

What next? A PC decked out with Windows 95 in the police interrogation room and Fitz asking the question: "So you think you're superior do you? Why? Your childhood proves otherwise".

NORTHERNERS ARE "STUPID"

In a survey of a 1,000 people carried out by MMRB International, some uncomfortable truths were revealed about the hype behind and comprehension of the Information Superhighway.

60 per cent were aware of the Internet; half of that number thought they understood its function, while a measly two per cent only, actually had access to the Internet at home.

Predictably, younger people have more savvy about the implications of the new media than their older compatriots. Disturbingly, Southerners demonstrated a greater Internet awareness than their Northern brothers and sisters.

FUTURENET IN TOP ECHELON OF NET SITES.

Point Survey, a US-based independent rating and review service for Net users, has placed Future Publishing's FutureNet in the top five per cent of Net sites worth visiting by the Net cognoscenti.

Karl Foster, Editor of FutureNet was typically modest about the rating: "When the best Web page creators in the world are given material from the best magazines in the world, you can only expect good things to come of it."

FutureNet is regularly accessed over one million times in any given week. Find out why by pointing your Web Server at: www.futurenet.co.uk

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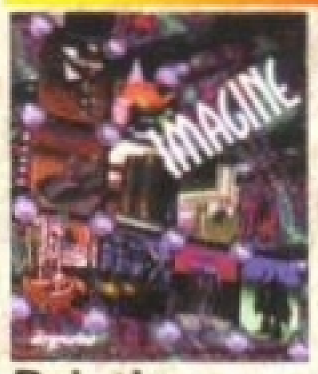
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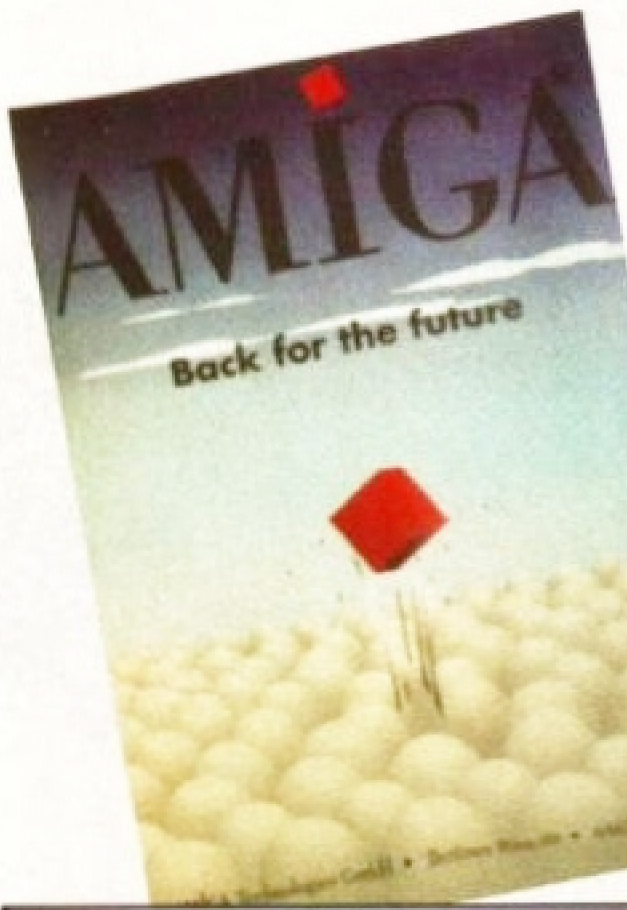


Part of the Amiga production line looking particularly jolly...



Joint Managing Director of Amiga Tech. UK, John Smith, in serious conversation – new plans for the Amiga in the pipeline, perhaps?





Born again



Mr Tyschtschenko is presented with the very first (malfunctioning!) Amiga board to be produced at Solectron... could be worth a fortune in years to come.

"You are cordially invited to tour the premises of the re-born Amiga..." read the fax from Amiga Technologies. We quickly put Anna Grenstam on a plane to France.

Can it really be true – the golden egg has finally hatched? After an 18 months' nail-biting wait, I saw with my very own eyes the A1200 in full production again. Rumours and doubts about Escom's sincerity in taking over the Amiga have been rife and it has been difficult to sort the truths from the hype in the intense chaos following the collapse of Commodore. It was therefore with a certain amount of scepticism I boarded the plane to Bordeaux in France following the invitation from Amiga Technologies to tour the birthplace of the re-born Amiga – the Solectron Corporation plant in Canéjan.

The plant is beautifully situated, but the buildings themselves have to be described as functional rather than architecturally adventurous. What takes place inside, though, is far more impressive. In remarkably quiet surroundings, 720 white-coated people

WHO ARE SOLECTRON?

Solectron Corporation is a company name Amiga users will get very well acquainted with from now on. It is at their plant in Canéjan outside Bordeaux that the A1200s are produced and the Amiga Magic packs assembled. And it is to a large part thanks to them that an estimated 70,000 Amigas will be available in the shops worldwide before Christmas.

Solectron describe themselves as a "company providing customised integrated manufacturing services, such as remanufacturing, fulfilment services, test services, system integration, PCB assemblies, materials manufacturing and engineering & design".

The company was founded in 1977 and have, besides the headquarters in Bordeaux, three plants in the US (North Carolina, Washington State and California), one in Malaysia, one in Scotland, one in Germany and a commercial office in Tokyo. They employ 11,000 people worldwide and of those 93 presently work on the Amiga in three shifts, 24 hours a day, seven days a week.

Solectron is also, besides computer electronics, engaged in activities such as aerospace, automotive electronics and telecommunications.

The President of Solectron, Mr Gallant, was as mystified as he was impressed that a computer could survive for over a year and a half with no machines on the shop shelves.

"No other computer could have done that; what's so special about the Amiga," he asked me over a wonderful glass of red vintage wine? "Well, Mr Gallant," I thought, "that's for us, the Amiga users, to know and for you to very soon find out".

Let's raise our glasses to a happy and mutually prosperous partnership!



Jean-Philippe Gallant, President of Solectron, at the press conference following the tour of the plant.

research, produce, check and pack some of the most advanced, cutting-edge technology of today.

Big, industrial machines press various components in place alongside people working with eagle-eyed precision; everything seems to run very smoothly and efficiently, and with very profitable results according to the company sales figures.

"We are hoping to get at least 70,000 Amigas out into the shops by Christmas", said Sandrine Gouverneur, Process Engineer at Solectron with a PhD in Microelectronics (only top people work on a top machine), when she showed me the little green boards being churned out at an amazing rate.

It *is* amazing when you think about the fact that Petro Tyschtschenko, Managing Director of Amiga Technologies, and Jean-Philippe Gallant, President of Solectron, first shook hands on the partnership on 28th June this year and on the 13th September the first board was proudly presented. "It didn't work for much more than ten minutes, though," joked Mr Gallant at the press conference following the tour.

But with an equal amount of hard work and skill it didn't take long to sort out the problem and the boards being produced now are working fine. "We have three 100 per cent quality-controls and have at present no more than a 1-2 per cent failure rate", the Project Manager, François Demond, informed me proudly. And that Amiga Technologies have gone for quality rather than merely quantity was self-evident when walking around the spacious factories.

When Mr Petro Tyschtschenko, thanked and congratulated Mr Gallant on the feat of meeting the tight deadline forced upon him, he responded "It's easy when you are dealing with such a great product". And there's no doubt that the Amiga is in good hands and will continue to develop as a great product.

World-leading technology names such as Hewlett Packard, IBM and UNISYS keep the Amiga-logo company on the production line. So will the Amiga now try to muscle in on the big boys' territory and seriously compete with the PCs, SEGAs and Playstations of this world, or will it continue to keep its head down as a fairly specialist, niche machine? What it all boils down to is a simple question of marketing.





LEFT AND RIGHT: More happy people hard at work getting the Amiga into the shops for Christmas. Hurrah for them!





RIGHT: Microvitec were present to answer any questions about the Amiga monitor that they are producing for Amiga Technologies.



LEFT: John Smith and Solectron Project Manager, François Demond (right), mean business in their white lab-coats.



So, tell me Mr Smith...

I caught up with the Joint Managing Director of Amiga Technologies UK, John Smith, over a cup of cappuccino before we boarded the plane to Bordeaux. It has no doubt been an exciting, but nerve-wracking, four months for everybody involved with getting the Amiga back into the shops. "How does it feel now that the wait is over," I wondered? This is what he said:

We are now on our way to see the birthplace of the resurrected Amiga. Has it been plain sailing all the way, or have you had a lot of obstacles facing you?

For anyone to resurrect a product that has virtually been out of the market for 18 months is pretty amazing. For example, things like DRAM. DRAM is on worldwide allocation and ours is special DRAM, not the normal type, so hence people turn around and say: "Well, with respect, we had problems from Commodore, so it's going to cost you extra... and we want cash".

If you want to create a complete unit and only *one* part is missing you obviously don't have a complete unit and there were quite a few bits that Escom needed to go out and source. So, yes, we have had quite a few obstacles to face. People tend to forget, property rights, patents, logos, etc., is one thing, but sourcing someone to build it, getting it built, the trial runs, the pilots... everything from scratch. To do that from scratch in four months is quite tremendous.

What efforts are you putting into research and development (R&D) at the moment?

There are a lot of people out there already developing and we will source their brains... we will utilise what they have already got. Answering your question, R&D *is* important to us and we are, for example, working on a RISC-based Amiga during this next year. We also realise that as good as the Amiga is at the moment as an 020 machine, we know that we have to bring more power to it; we have to develop and expand it. That is on our priority list and I can say that certainly within the first half of next year we will start to expand and improve beyond the 020 as we know it now.

Mr Tyschtschenko mentioned that you are talking to NewTek about the video toaster, which is obviously very exciting. What other plans have you got for the Amiga in terms of development?

Well... I can definitely say that we are working on an Amiga with specification somewhere between the A1200 and A4000. We are also working on RISC and an Internet-bundle sounds like a very good idea...

What market are you hoping to aim the new Amiga at?

Well, RISC-based, for example, goes all over the place to be honest with you – from people with workstations, migrating down to consoles, etc. I suppose the idea is that it's layered – you can have it just as a games machine if you like, or as a multimedia delivery platform, high-tech computer, graphics machine, etc... It can be developed in so many ways. It will be a question of making as many options as we can from that technology.

We have had quite a few disappointed readers not realising that Scala, supplied in the Amiga Magic pack, won't run on the standard A1200, but needs an extra 2Mb RAM. Was this a genuine mistake on behalf of Amiga Technologies?

No, not at all. Towards the end, we had already sourced all the other contents for the Amiga Magic pack and we had this fantastic opportunity to do something with Scala. Put simply, we thought it was an excellent way for the users to get this program very cheaply.

You are quite right, Scala *doesn't* work on the standard machine, but the one thing we found from research is that within six months 66 per cent of Amiga buyers have expanded their machines, either by extra RAM,

THE KEY TO SUCCESS

When at the press conference I asked Mr Tyschtschenko about advertising plans for the Amiga, he avoided the subject by saying that "all the Amigas we can produce for Christmas have already been ordered – we need no advertising". "What about for the long-term future, then," I asked. "Well, *then* we may have to think about advertising more seriously," he responded unassertively.

Sitting next to Mr Tyschtschenko at the dinner in the evening, I pursued the subject and he admitted that Amiga Technologies' advertising budget is a problem at the moment – a lot of money has been spent on keeping the promise of getting the Amigas back in the shops before Christmas – but that he was going to plead with the parent company, Escom, for an improved budget next year.

To me a great product is an excellent start, but to rely on that solely, without a marketing budget to back it up, is dangerous business. Saving money by hoping that the machine will sell itself is like walking on very thin ice.

If Amiga Technologies wants the Amiga to be a name for the future and not just Christmas 1995, money will have to be spent on spreading the word by other means than solely loyal users. By giving the Amiga a well-deserved advertising-boost software developers should also be keener on continued support for the Amiga and that's absolutely vital – after all, what is a machine, however good, without great software?

"Software developers can rely on us," Mr Tyschtschenko confidently stated and he also mentioned that Amiga Technologies have been in close contact with various software houses. He didn't want to disclose what was discussed, but if Amiga Technologies' plans to release a new software bundle with the A1200 every three months is to come true, let's hope it's the beginning of a long and happy partnership.

Let's also hope Escom take note and open that fat wallet of theirs to spend some of its contents on a global advertising campaign to tell people of this high-quality, great-value, multi-media computer of ours.

With such an investment, the future for the Amiga is looking very bright indeed. Here's to "The man from Amiga Technologies"!

Continued overleaf ➡









RIGHT: An enormous amount of human precision work go into each board.



ABOVE: What's this, I can spot a smiley face... fire her for excessive happiness immediately!



LEFT: Sandrine Gouverneur, Process Engineer, proudly presents that small, green board that is the Amiga's heart and soul.



RIGHT: Mr Petro Tyschtschenko was the proud 'father' during this day of cheer and pure relief.

extra drives, or whatever. This shows that they take their machines very seriously and means that they can take advantage of Scala if they want.

The box will also now carry a sticker with the information that Scala requires another 2Mb RAM that is not included in the pack. We are, however, looking if there is anything we can do to help with this upgrade procedure. We haven't just left it there, we are actually trying to help the end user.

Getting the Amiga into the Tandy shops was obviously an excellent deal. Are you talking to any other High Street shops?

What about the "surprise" one – Escom. Quite a few people have asked me: "Are you going into the Escom shops or not?".I'll be quite honest with you – they are a very professional organisation with over 200 stores in prominent high-street positions. And the fact that they are within the group, to me makes a lot of sense that these shops ought to have the Amiga there as a flagship. What we want to do is say: " Yes, the Amiga is back and there are over 200 stores where you can see it and purchase it from". I would suggest that certainly before Christmas, probably in the beginning of November you will see Escom stores stocking our product.

Mr Tyschtschenko mentioned that you are talking to Dixons at present. Any others?

Yes, we are talking to others at the moment. But the fact that we are actually coming late to the market, as in that we have had 18 months out of the market, makes it difficult for us to find space on the shop shelves.

I am only going to get between 60,000-70,000 Amigas before Christmas, so how thin can I spread it? I have made a commitment that I will look towards my independent trade – the people that have faithfully supported the Amiga over many years. Of course I need the High Street and I'm very pleased to do business with them, but I would like the bulk of my machines to go through the independent trade.

A lot of users would like to see the Amiga being taken "seriously" and not just as a great games machine. Any comments?

The fact that we put Scala in there, aside from the fact that you need to expand the A1200 first, shows the serious side of what the Amiga is capable of. If you look at the pack itself, you see that we have put a lot more productivity in there this time.

We have to say that we have been very fortunate in that we have had huge sales in the UK of A500s and A600s. In actual fact, there's nearly 2.5 million Amigas in the UK alone. I don't know how many of those are still being used, but from the response we get, obviously a lot of them.

So, as the ultimate games machine we sold thousands. But we have had 10 years of the Amiga and what that says to me is that the people have grown up with the Amiga and now realise just how good the machine really is – it's not *just* a games machine; it's so much more. So we believe we should show off some of that – we thought, let's put more productivity in there; let's add a much stronger paint package; let's get all the users connected... And that's exactly what we are trying to do with the re-born Amiga. We've got a more productivity-based pack with only two games in there and we are promoting the more serious side of the machine as an entry-level computer.

The games machines that are out now are excellent – no one is going to take that away from them, but that's what they *always* are – games machines. Ours has a keyboard – for education, fun and sheer computing at entry-level, there still is *nothing* to replace the Amiga.

The pack contains some very good serious software, but the games have been under a lot of criticism. Why not show off some of the best of Amiga games, such as the Doom-clones?

Well, you mentioned *Gloom*, *Alien Breed 3D* and *Fears*, for example. One of the problems we've had is that we are a pan-European pact. You have a big problem with that kind of violent games trying to get it into Germany, because of their constraints.

Going back to the other end of the scale, since it is an entry-level computer, kids of today have grown up with computers from 5-6 year olds. So what I'm saying is that since kids get into contact with computers from such an early age, you need to have something for them as well. The games... OK, they're "cuties", but they are addictive and easy to play. We think that all-round this is a very good pack. And if one thing is certain, it's that if 95 per cent of the time people play games, then they are going

● ● ● interview continued on page 22

IT'S UP TO YOU...

Amiga Technologies need to know what you, the Amiga users, want from your machine.

What do you like/dislike about the Amiga Magic pack?; What software/hardware would you like bundled with future Amigas?; What would your dream-Amiga look like?; Which features are absolutely essential and which would be nice in the feel-good stakes...?

So, why not be part of a *positive* force to make the next Amiga what you want it to be? Write (as clearly, succinctly and professionally as possible) with your ideas and criticisms to:

Mr Petro Tyschtschenko
Amiga Technologies GmbH
Berliner Ring 89
D-64625 Bensheim, Germany
Fax: +49 6252 709 520
e-mail: gbo@amiga-tech.de

DATES TO REMEMBER

21st April	Escom buy out Commodore
13th June	First contact with Solectron at the Amiga Technologies headquarters in Bensheim, Germany.
28th June	Philippe Gallant of Solectron and Petro Tyschtschenko of Amiga Technologies shake hands on the partnership in Bordeaux.
17th July	A dedicated team working on the Amiga is in place.
August	Reconstruction of missing technical data is carried out..
	Design of the lines and ordering of equipment takes place.
	Contract with AFEMP.
	Far East inventory assessment carried out by the Solectron Penang audit team.
	A supply and demand plan is being drawn up.
1st September	Manufacturing lines are installed.
13th September	The first functional Amiga 1200 board is produced.
19th September	The first customer shipment of Amigas is sent off.





RIGHT: François Demond, Project manager at Solectron. **BELOW:** Boxes of Amigas addressed to Tandy, UK!





LEFT: Gwynne Thomas is the Materials Director at Amiga Technologies.







RIGHT: Sandrine Gouverneur is all smiles on the day.

continued from page 21. to go and buy more games – and, of course, that will keep Mr Retailer and Mr Developer happy as well.

Marketing can make or break a product. Why has the Amiga been so badly advertised and will you put more money into marketing?

I have to say that you are quite right about advertising. Certainly between now and Christmas our efforts have gone into getting the product back into the stores. That has been an enormous drain on resources. We *will* book ads in magazines such as your own before Christmas and large-scale advertising will certainly ramp up next year.

So, we won't see "The Man from Amiga Technologies" coming through our letter boxes this Christmas?

No not exactly... well, it depends on how you look at that. If you look at the advertising potential of Escom, you shouldn't be surprised to see the Amiga advertised by them quite vigorously in the near future.

A lot of people have put forward the idea of selling the Amiga in customised bundles, such as a graphics/animation bundle, music bundle, etc.? Is that something that has crossed your minds?

One of the problems we have with that is that at this moment in time we believe that we have identified what is the main selling area.

If 90 per cent of my sales is going to be to first-time users and I can provide excellent software of a more general nature, then I have to do that. To find little specialised pockets... value-added retailers do that in their own way, so there are plenty of packs available that users can customise and put together to utilise the Amiga in their own way.

As it is at the moment, 90-95 per cent of my business is done through the retailer, over the counter, and I have to think and gear my software towards that.

So you don't think it's a good idea?

It's not that I don't think it's a good idea, but when you specialise your packs like that, how many different packs can the shops stock? For example, music comprises about 5-6 per cent across the complete computer market. There are, after all, packages freely available for people to specialise in anything that they want.

Who decides on how the Amiga should be developed? Do you take the users' opinions into account at all?

We have a development team that try to formulate what is best and most practicable for the Amiga. We try to listen to the trade and end-users as much as possible and get quite a few "wish-lists" – some of them we can acknowledge and deal with, some of them we can't.

The one thing about the Amiga all the way through is that it has tried to be the "listening-bank" of computers if you like. So, yes, we are always willing to hear from people who have good ideas.

As I said, some of them we can deliver, some we can't... some things come later. Some of the people I have heard saying that: "I want a faster, more powerful Amiga" – I think some of those wishes will come true very soon...

Have you got any sales predictions for Christmas?

I will have between 50,000-60,000 units for Christmas and it's my belief that we will sell all of those. Overall, it's only possible for us to produce between 100,000-120,000 units before Christmas. We will be on full production then and it's almost certain that we will sell all of those units between the UK and the rest of the countries. This year it's a matter of how much we can actually produce – next year, of course, it's a different game and we'll just keep looking to produce new machines and hopefully go from strength to strength.

Have you got a personal 'dream-future' for the Amiga?

I would not only like to get the Amiga back to the dizzy heights that it was certainly in 1992-93, I would like to go beyond that. And I believe the Amiga as a product is *so* good that we can do that again. So, here's to the end of 1995 and here's to 1996.

Astronomy Dominie

Twinkle, twinkle little star... Use your Amiga to see what they are. Sebastian Rhees whisks you off to the moon and back.

When you look up at night and look at the stars you are looking back in time. (This is assuming you are out of doors, not living in a large city and that there are no clouds). Every star you see is a Sun, but they're so far away it can take the light between three and several million years to reach your eyes.

Astronomy is a popular hobby and is perhaps one of the few which is a true science that can lead to real discoveries – amateurs are always discovering comets and supernovas, and are getting to give them silly names.

This feature is all about how you can use your Amiga to help you get into astronomy. If you want more general background information, you can find a dozen books on the subject in the local library.

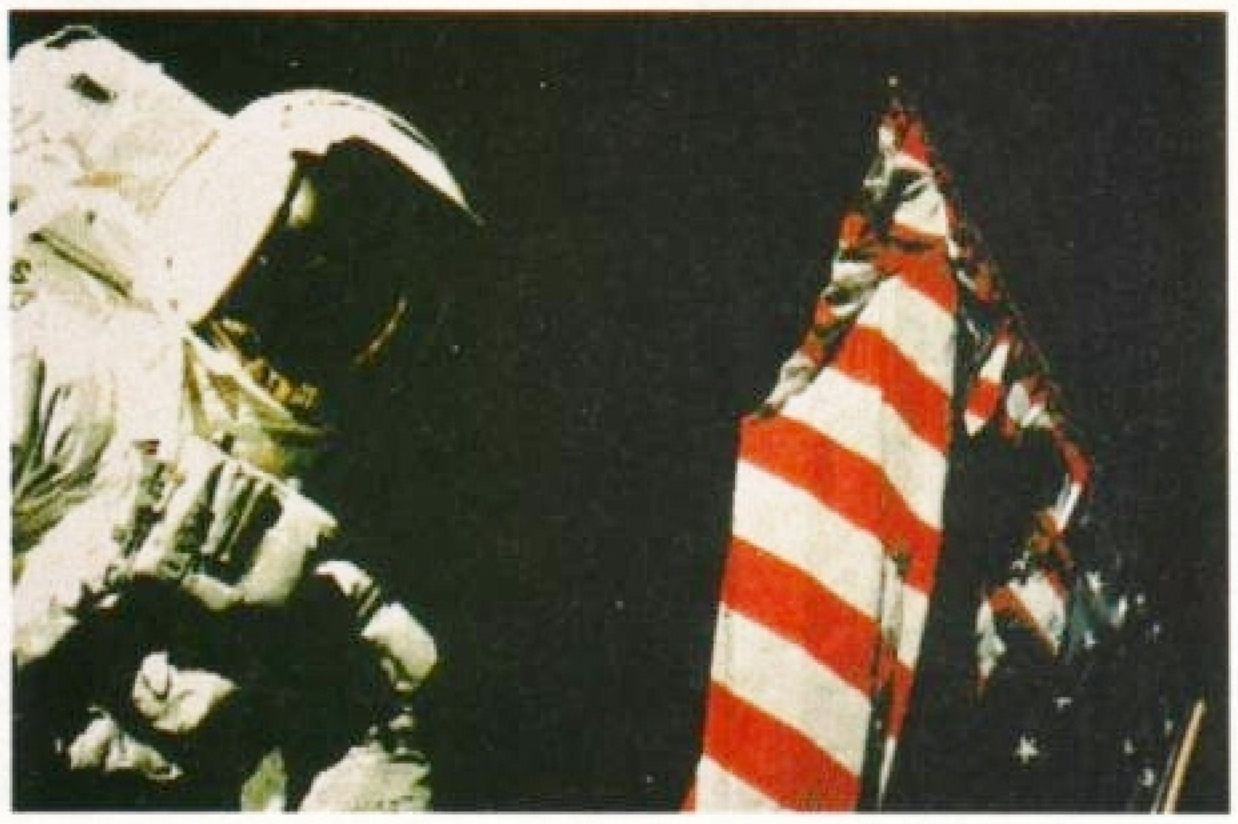
Astronomy and photography have always been linked, because, other than sketching, there is no other way to make a permanent record of observations. Even more importantly, a long exposure photograph will capture images which are too faint to see in any other way.

For the amateur astronomer, astrophotography can be a frustrating business. It takes years of practice and a lot of expensive equipment to get good results; although, the effort is well spent – look at any of the popular astronomy magazines to see the amazing pictures that readers send in.

However, for a while I have been wondering if it is possible to get my Amiga involved in the act. The Amiga has excellent graphics capabilities and many superb programs; there *must* be something that can be done. The answer came in the form of three letters.

If you have Web access, you can find a wealth of images on the Internet. One of the best sites is the home of NASA at: http://nssdc.gsfc.nasa.gov/

For images from closer to home, why not visit the Armagh Planetarium on: http://star.arm.ac.uk/



CCD CAMERAS

You may have heard of the letters CCD. A CCD (Charge Coupled Device) is a special integrated circuit (silicon chip) which acts like an electronic camera. It works because photons of light hitting the CCD chip cause tiny electrical charges to change. The chip consists of a grid of this light-sensitive material and when scanned electronically it produces a picture. Each light-sensitive unit forms a "pixel" in the display.

CCD cameras are incredibly small and cheap compared to the bulky and fragile tube systems which they replaced. CCDs made the camcorder possible and they are also finding uses in security systems and video phones.

Over the past few years, CCD cameras have become cheaper and cheaper, and it's now possible to buy them in bare "stand-alone" form, rather than inside a camcorder or other device.

Like any other camera, you can point a CCD device at the sky and take pictures of the moon and planets. Camcorders are all geared to bright, sunny days on the beach, or filming friends doing silly dances at wedding receptions and so the results are poor. However, take the CCD element alone and attach it to a telescope directly, and it's an entirely different story.

Continued overleaf ➡

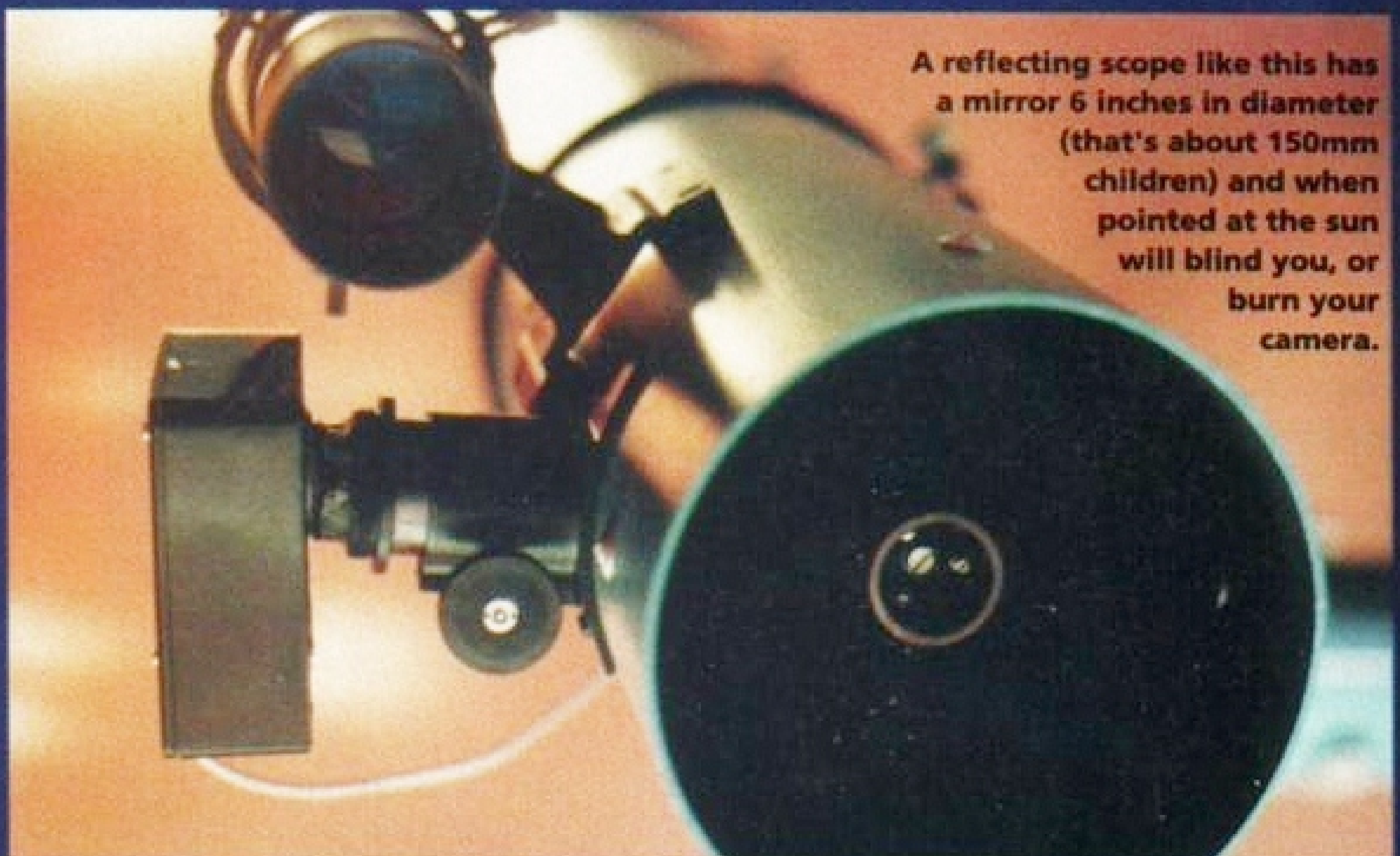
BUYING A CCD ELEMENT

Tracking down a CCD camera for sale isn't easy, but you should try Maplin Electronics (01702 392000), who sell both a colour and monochrome version and Selectronic (01993 778000) who provided the mono version I used in my experiments.

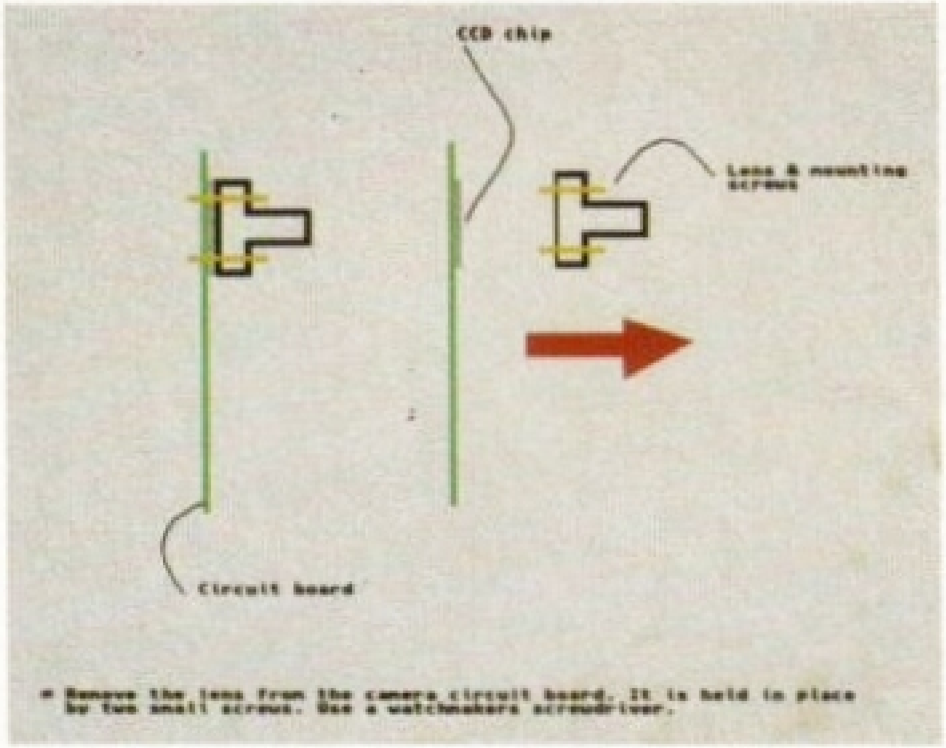
SAFETY TIPS

■ Never, ever, *ever* point the CCD camera/telescope at the sun. If you do, you will simply burn a hole in the chip and ruin it. There are easier ways to waste money. Likewise, never, ever, *ever* look at the sun yourself through the telescope. You will burn a hole in your retina and either blind yourself, or see black dots for the rest of your life. Don't do it. Really!!

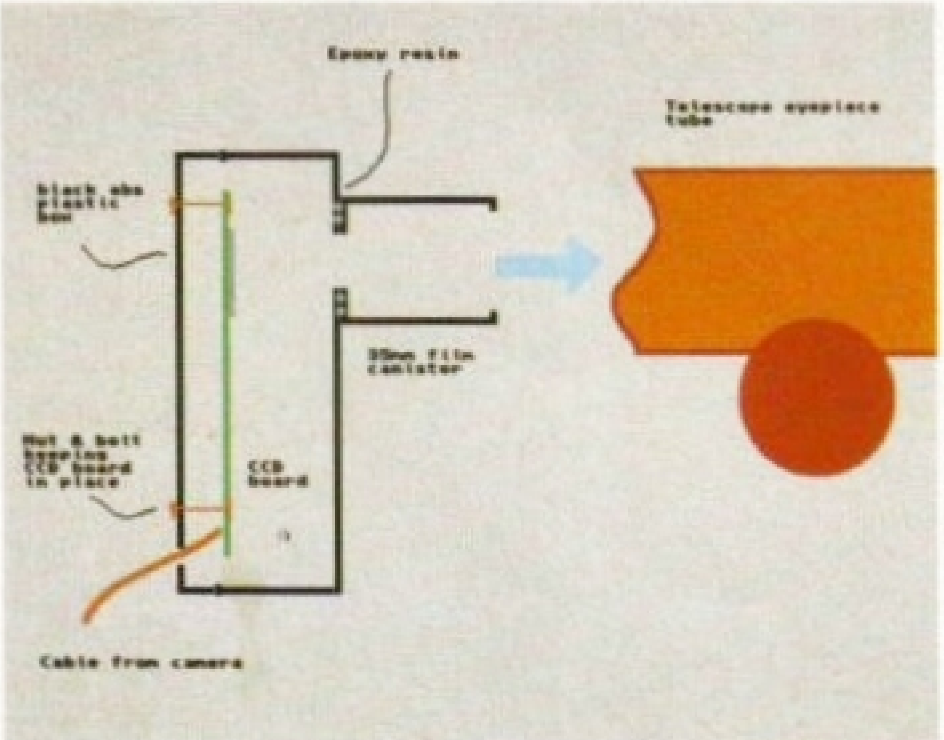
■ Never use a monitor, TV or video recorder outdoors. Even if the night is dry, dew may form which may cause short circuits and possible electrocution. You have been warned and we can take no responsibility if you fry yourself.



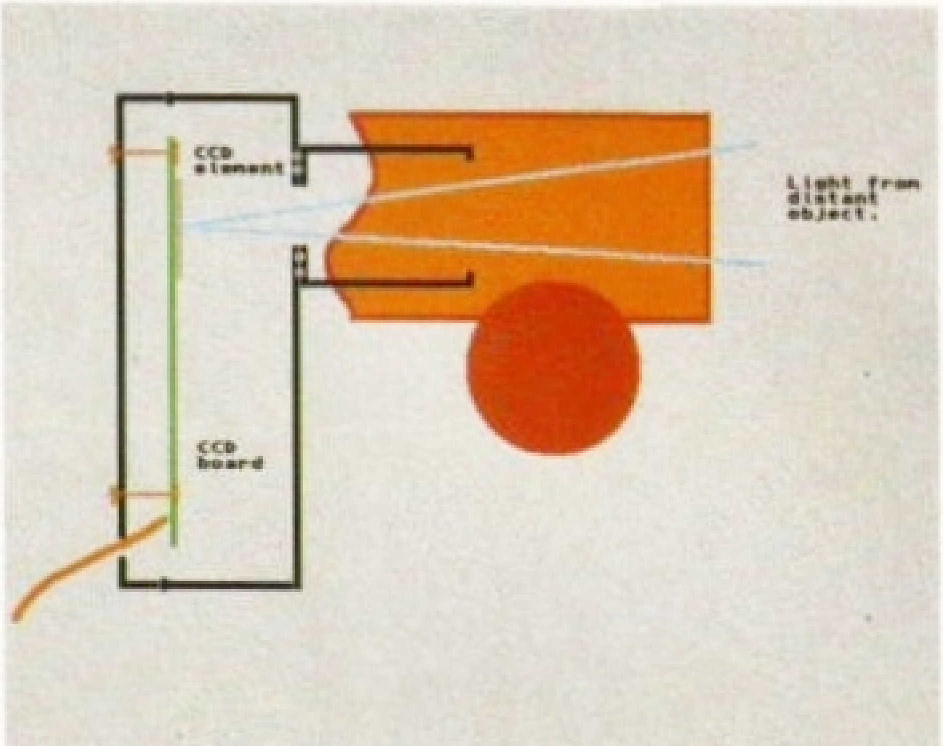
A reflecting scope like this has a mirror 6 inches in diameter (that's about 150mm children) and when pointed at the sun will blind you, or burn your camera.



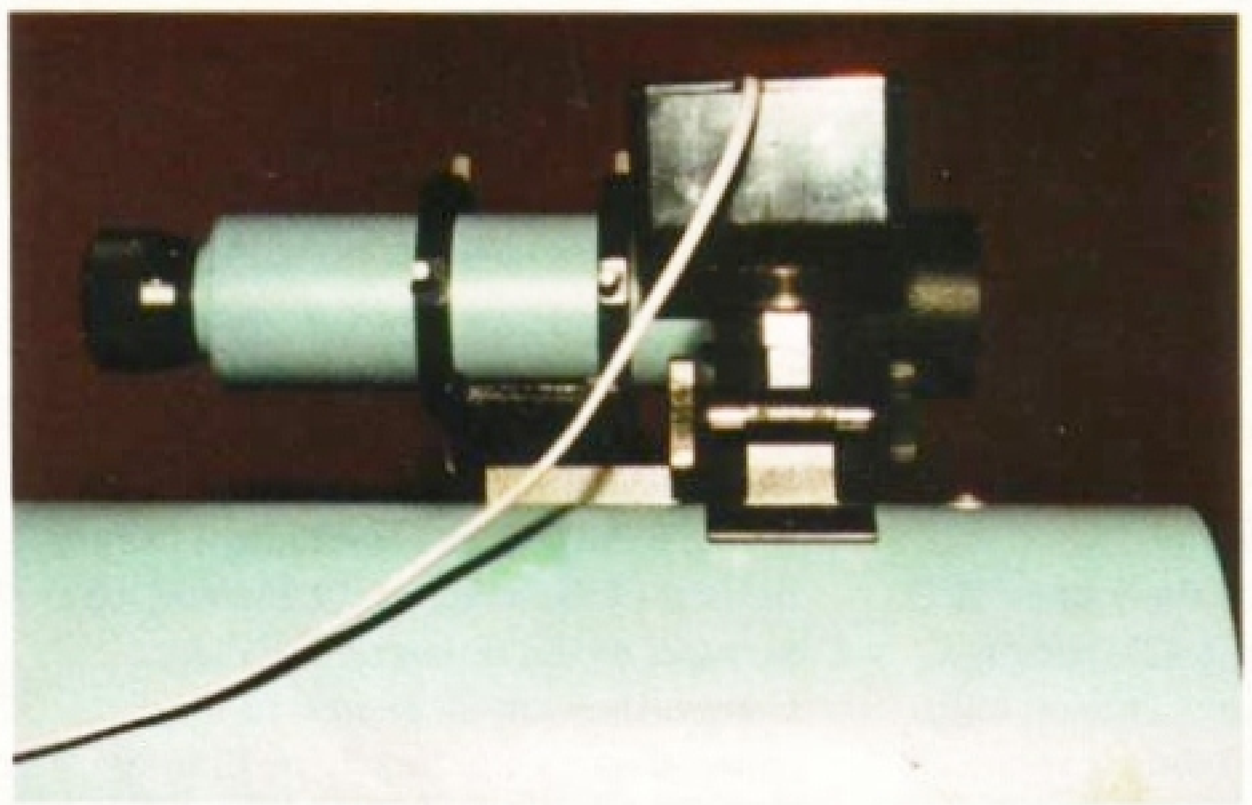
The lens is usually held in place with two small screws and some seating compound. Remove it gently (keep it, you might need it) and, whatever you do, resist the temptation to touch the CCD chip. One touch will cover it in enough fingerprint grease and sweaty acid to make it useless. So, hands off!



Since the telescope is designed to provide a real image at around the eyepiece tube, no other lenses are required. The real image is formed either by the specially curved mirror, or the other lens in the telescope; it depends on what sort it is.



Finding the best focus point will take some trial and error. Set up the camera connected directly to a monitor and point the camera at a distant object. Focus the camera by using the rack-and-pinion adjustment, or by moving the camera in the tube. Eventually, you will see a sharp picture – if it appears blurry or distorted, check that the camera is exactly parallel to the eyepiece. If the image is washed out, make sure no light is leaking into the camera box.



The CCD camera, encased in a small plastic box, is attached to the eye-piece of the camera by means of a 35mm film case.

BUILDING A DIY CCD CAMERA

Making your own CCD system for connecting to a telescope is actually quite straightforward and certainly something which anyone with a little skill can do in an evening. You will need to make sure that your telescope is suitable; there is little point trying to add a CCD camera to a 40mm refractor scope which costs ten pounds. The reasons are that: a) the quality is poor to start with, and b) cheap scopes do not allow the eyepiece lens to be removed, essential for fitting our CCD camera.

The hardest part is getting hold of a CCD camera element. If you are mad, you could take your dad's camcorder apart, but I wouldn't recommend it. Far better to buy one – see boxout on p25. You can have loads of fun with the CCD camera if you later decide not to attach it to a telescope (looking in your own ear, planting it in your sisters bedroom,etc.).

You can buy colour or monochrome cameras and, as you might expect, the colour ones are a lot more expensive. There is little to be gained from using a colour camera at this level and the mono ones produce sharper pictures.

The CCD camera itself looks terribly dull. It's usually supplied as a bare, printed circuit board, about 10cm long and four or five cm wide. It may have spaces for infrared LEDs; the reason is that CCD cameras can "see" IR light (try pointing your television remote control into a camcorder lens and watching through the viewfinder) and adding powerful IR LEDs provides enough illumination for the camera to act as a good security system. However, in this application the LEDs are superfluous.

There will be somewhere on the card for attaching cables; you will need a power supply (normally 9 or 12 volts; a small, regulated DC power supply will suffice since only a few milliamps are needed – see Maplins again). There will also be a connection for the video signal output. The video signal ground and the PSU ground may be the same on some cameras. When connecting cable, use lightweight, screened cable to ensure the picture-quality remains good. I found that with good cable, even 20 metres wasn't too long.

The video signal is a perfectly standard composite or monochrome video signal. You can view the camera's output either on a standard Amiga monitor (use the CVBS connector at the back of Philips monitors), or use a suitable SCART connector to feed the signal directly into a video recorder and view the image on your television.

DO YOU "SEE"?

The CCD camera nearly always comes with a lens fitted as standard. We don't actually need the lens and it must be removed before the camera can be added to the telescope.

The lens is not needed because we are using the telescope itself to focus the light. For the CCD camera to "see", a Real image must be formed. Check your GCSE physics books and you will see that a Real image occurs when the light rays converge at a single point. Think of focusing the sun with a magnifying lens; when the focus is right, a tiny but sharp image of the sun appears and the paper and/or exposed skin catches fire.

Housing the camera is also easy. A small, black ABS plastic box from Maplins is ideal. It is easily drilled, not only for the small nuts and bolts you will need to mount the CCD camera board,

USING YOUR AMIGA AS A CAMERA

The video signal from the CCD can be viewed on a monitor or recorded to video tape, or digitised with an Amiga fitted with a VIDI, ProGrab or VLAB unit.

The grabbed images are then available for image processing using the many different graphics tools available.

Favourites are *Art Department Professional, Photogenics, ImageFX* and *Personal Paint*.

Here are some images which were grabbed using the CCD camera detailed in this article.



1 Image captured with the relatively low resolution (but cheap) VIDI 12 digitiser; the image is much sharper on videotape. The Moon was half full at this point and Sea of Serenity is in the middle of the picture.



2. The original image, grabbed by VIDI12 in 256 shades of grey. The image is 320 lines by 512 pixels, although the CCD chip used has a resolution of twice this width.



3. By using *Art Department Pro*, it was possible to adjust the gamma correction, brightness and contrast to improve the quality of this image.

DISTANT SUNS ■ EMERALD ■ 0500 749469 ■ £27.95

Knowing where to look in the sky to find the Moon and planets is a challenge all by itself. Luckily, everything doesn't move around at random, but follows strict mathematical rules. Follow the rules, do some sums and you can pin-point any object in the sky.

Following rules and doing sums is something that computers are very good at, which is why *Distant Suns* is such a worthwhile program. If you are in any way interested, you must get this program immediately.

You start by inputting your location and the time of day. *Distant Suns* will then display the stars, planets and other objects that are visible. You can have the objects named if you wish (planets and constellations), or view them as though you were outside in the dark.

Distant Suns will also show you what the sky would look like tomorrow, or next year or ten years ago – it makes no difference. Several settings are provided so you can watch real events, such as lunar eclipses or the approach of Halley's Comet.

The more important objects have images associated with them – the Moon changes phase, the planets have pictures from NASA and the galaxies have small renditions scanned from photographs.

The attention to detail is amazing and with full AGA support (lots of excellent images are supplied) and an ARexx port, you can expand it even further. The current version is 5.01, which is an update to 5.0. The only difference is the ability to read more star catalogues from the Apple Mac CD-ROM version. An Amiga CD-ROM version is planned – if there is enough demand, it will get done.

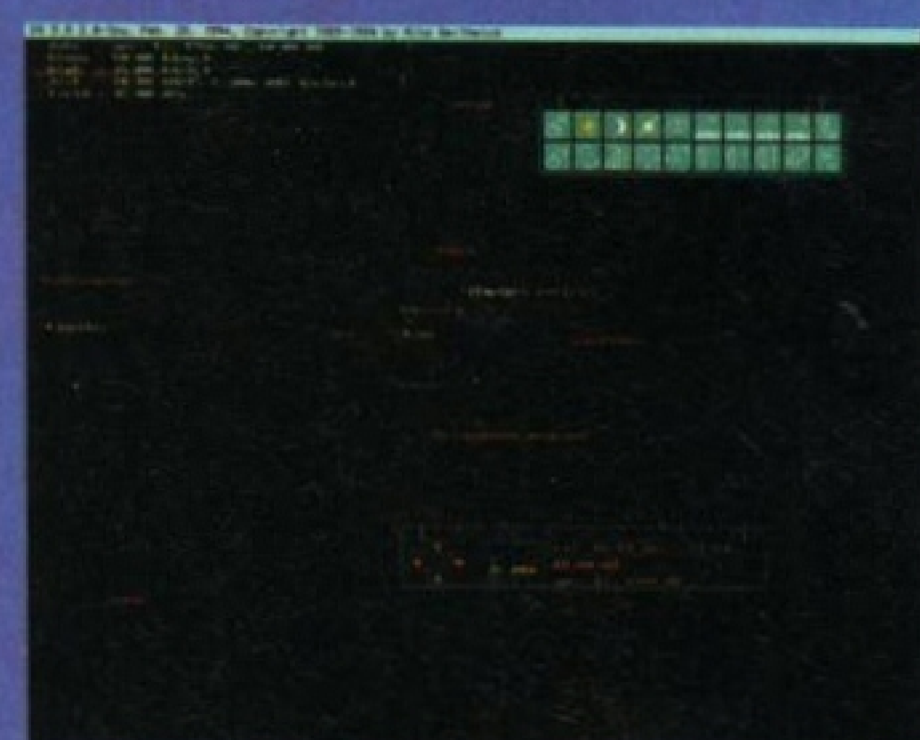
Overall, this is one of the most informative and useful programs you are likely to have on your Amiga. If you are already a keen amateur, you can print out your own personalised starmap before you go observing. If you are a dabbler, you can explore the night sky from your desk without getting cold. It's nothing short of amazing.



Using *Distant Suns* to plot the view from your back garden is only scratching the surface...



The Moon and planets are rendered in the correct way, so you know what to expect if go outside.



Why restrict yourself to Earth? The preset events supplied include a rendezvous with Halley's Comet.

but also to drill the hole to allow light to fall on to the chip. It makes sense to take your time to make sure the camera is mounted perfectly flat and that the hole in the box is directly over the centre of the CCD element.

The eyepiece tube of my telescope happens to be the same size as a 35mm film canister, so I drilled a hole in the end of one and glued it to the box. The canisters are made of a plastic which doesn't glue well, so epoxy resin or even tiny screws will be required. It may be necessary to cut a slot in the side of the canister to make a snug fit.

This scared and desolate moon looks in even worse shape than our own Moon. It's called Miranda and orbits the planet Saturn.



USING THE CCD / SCOPE SYSTEM

The camera works best when pointed at the Moon. In fact, it doesn't work very well with anything smaller , unless you are prepared to put a lot of extra effort in. Back to the Moon, however, and if it is full, it may produce too much light for the camera to cope with. If so, block the main entrance to the scope up a little until the image improves. Finding the focus point can be tricky, but once you have it right, you won't need to alter it.

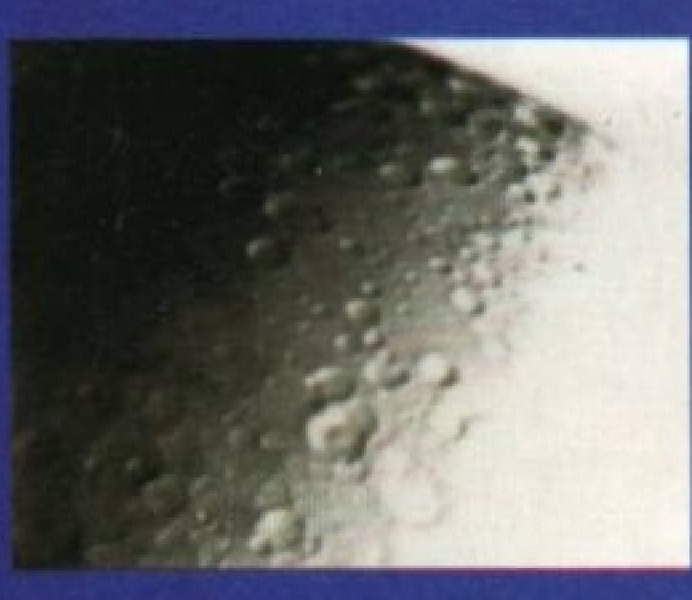
Remember that when viewing the Moon, you need shadows to see detail. The full Moon may look pretty, but it is almost useless through the scope. A half or quarter Moon is best, as the shadows cast by the craters give excellent images.

I find that the system works best if I videotape the entire evening's viewing and later decide if any images are worth digitising. It also helps if you can connect a microphone to the video recorder; in this way you can give yourself a running commentary – "This bit is good. Drat, some clouds coming. Whoops this is where I tripped over the cable and surprised the next door neighbour".

Remember that the video recorder and any monitors should not be used outdoors. Dew will form and could potentially cause you to electrocute yourself. Keep them indoors and pass the cable in. It helps if you have a volunteer indoors to shout encouragement and guide your viewing.

Although the Moon is the best object to view, you can still have fun with the stars and planets. The stars will look like tiny dots, but the planets will appear as disks – the size depends on the power

Continued overleaf ➡



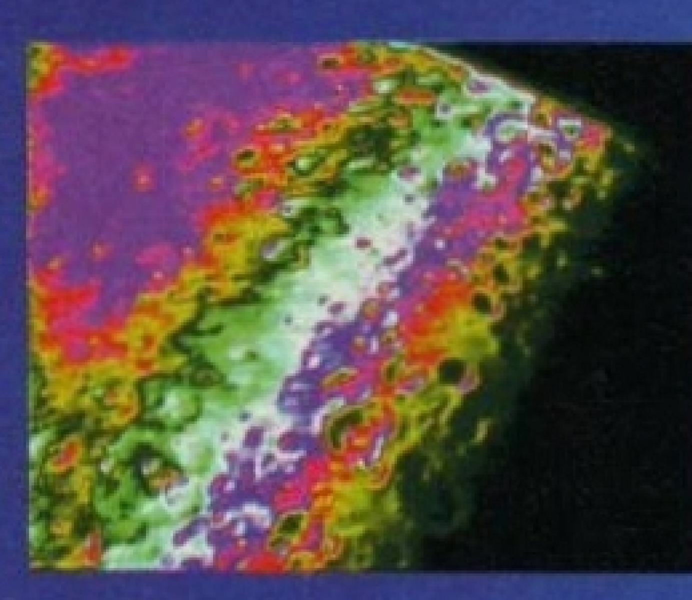
4 A negative image can show more detail, especially of craters right on the terminator line (the boundary of light and shade). All graphics programs can invert an image in seconds.



5. A line detection algorithm highlights the craters and areas where the smooth zones (the badly-named Seas or "Mare") reach the mountainous zones.



6 Combining the edge-enhanced image with the original gives a photograph with more detail. Combining several frames can bring out hidden details in all images.



7 Sometimes, but not always, false colour can enhance an image. In this case it doesn't do much, but it does look pretty.

Syzygy Research have just released some very interesting software called "The Digital Universe". We hope to bring you a full review next month. For more details visit their web-site at: http://www.syz.com

TELESCOPES

To see objects that are a long way away, you need a telescope. The telescope magnifies the image, but also gathers more light than would be possible with your eye alone.

There are two main types of scope: reflectors and refractors. Refractors are the most common, especially in the smaller sizes. Light enters one end of the tube and is refracted through a series of lenses until it pops out the other end.

Reflectors use a curved mirror; light enters and is reflected back up the tube to close to the very top. It is then reflected at at right angle to an eyepiece mounted on the side.

Larger scopes often have smaller "finder scopes" mounted on the side. Since the larger ones magnify so greatly, finding small objects can be difficult. However, the finder scope is less powerful and once the image is centred in the viewfinder it can be viewed in through the main scope.

Buying a telescope can be a tricky business. Unfortunately, unless you are prepared to spend a lot of money, it can be a waste of time. Avoid cheap models, because they are often nothing more than toys.

You really need something like a reflector with a six inch mirror: and that can cost £500 or more. Check the adverts in the astronomy magazines, or join your local astronomy club.

← of your telescope. With a good sized scope, you should be able to see Jupiter's moons and Saturn's rings.

CCD TECHNIQUES

The advantage of the CCD image rather than viewing with your eye is that the picture is a standard video signal. It can be either displayed on a television set for many people to look at together, or be videotaped. It can also be passed into a video digitiser such as Vidi or ProGrab.

Digitising the image (either "live" or from pre-recorded videotape) opens up some amazing possibilities. First of all, it gives you an accurate record of what you have seen. IFF images are easily stored on disk for future reference.

Secondly, a digital image is ripe for image processing. Now, at last you can really use all those strange filters which are included with *Art Department, Image FX* or *Photogenics.* Processing the images will bring out extra detail – you can even make animations from the subsequent day's viewings.

Professional CCD cameras also offer the possibility of "time exposures". Just as with real photographic film, the longer an image falls on the CCD element, the more information is gathered. If you grab a dozen frames and add them together, you will obtain a better image.

Unfortunately, this is pretty much state-of-the-art on the Amiga, so you will be on your own as far as writing software goes. However, with a good image processing program and some ARexx, you should be able to get some amazing results.

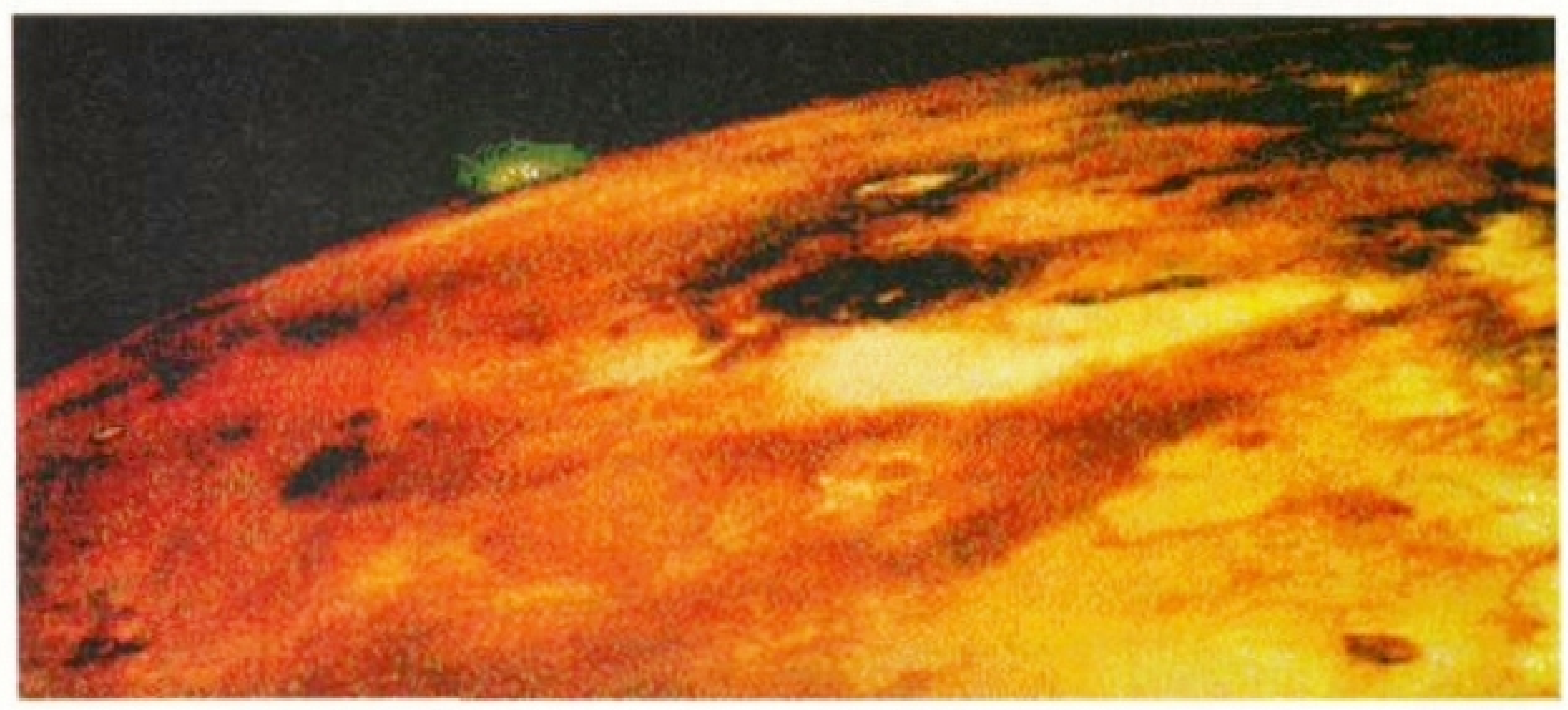
Remember that pro cameras also use what is called the "dark field". The dark field is the image produced with the telescope totally blocked; although no light reaches the camera, an image is still produced due to the nature of the CCD device. The dark field is subtracted from the finished image and this provides a picture with much more contrast.

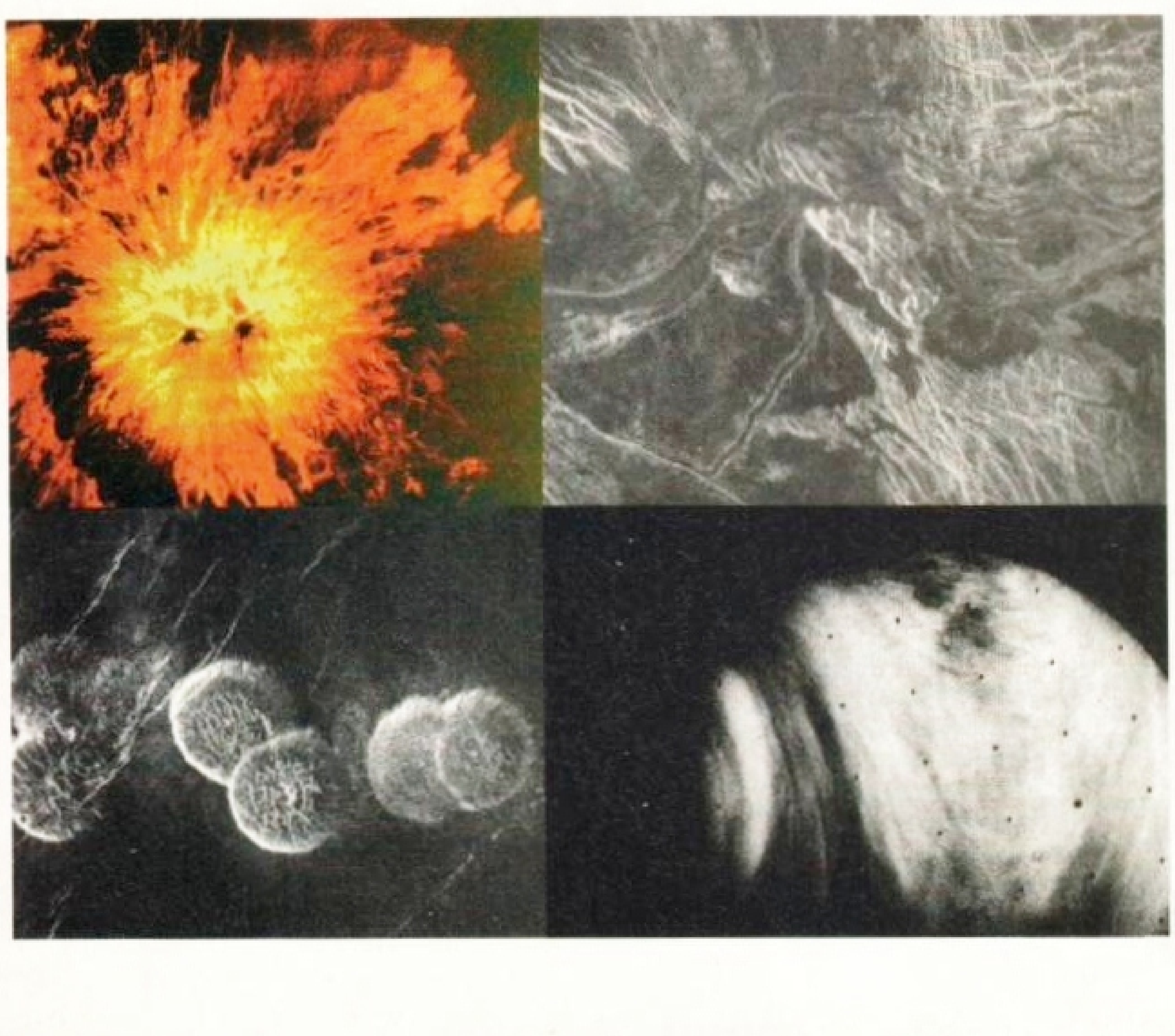
If you are writing your own software, you might like to know that pro systems are also capable of tracking images as they move across the camera and some can even steer the telescope automatically.

With an Amiga and a CCD camera connected to your telescope, the sky is really the limit; you will be able to achieve as much as your ingenuity lets you. Make sure you let us see the results!

RIGHT: This image was captured by one of the Voyager probes passing by the planet Jupiter. It shows the first active volcano to be found anywhere other than Earth in the solar system – on the small Jovian moon Io.

BELOW: Venus is the nearest planet to earth and as these shots from NASA show, it can be a pretty inhospitable place.







One of the great mysteries of the solar system: the image of a guy with a funny hat found on Mars. Is it nothing more than a trick of the light? Or is this a case for Scully and Moulder?

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TOTTENHAM HALE (Office World) Unit 8, Tottenham Hale Retail Park 0181 493 9848
WALTHAMSTOW 12/13 Selbourne Walk 0181 520 8633
WEST EALING 66 Uxbridge Road 0181 810 0323
WOOD GREEN 87/89 High Road 0181 881 7399
WOOLWICH 47/49 Powis Street 0181 316 4037

LUTON Unit 22 Arndale Centre
LUTON (Office World) Castle Street 01582 488642
MAIDENHEAD 59 Nicholson Walk 01628 779050
MAIDSTONE 224 Chequers Centre, Water Lane 01622 750499
MALDON 80/82 High Street 01621 858388

GREATER MANCHESTER
ALTRINCHAM 72 George Street 0161 929 8633
LEVENSHULME 817 Stockport Road 0161 224 6066
MANCHESTER 12 John Dalton Street 0161 832 3222
MIDDLETON 21 The Arndale Centre 0161 654 4020
SALE 1/3 The Mall 0161 972 0566

MANSFIELD Unit 25, Four Seasons Centre 01623 427450
MARGATE 61 High Street 01843 291233
MILTON KEYNES (Office World) Grampian Gates, Winter Hill 01908 231746
NANTWICH 46 High Street 01270 627708
NEWCASTLE UPON TYNE 17/19 Clayton Street 0191 230 2300
NEWCASTLE UPON TYNE 137/139 Shields Road, Byker 0191 265 0733
NEWPORT 23/24 John Frost Square 01633 244917
NEWTON AYCLIFFE 76 Beveridge Way 01325 312559
NORTH SHIELDS 21 Bedford Way 0191 257 2332
NORTHAMPTON 25 Princes Walk 01604 438477
NORTHAMPTON (Office World) 67/83 Bridge Street 01604 259088
NORWICH Unit 22, The Castle Mall
NOTTINGHAM 23 Listergate 0115 941 6277
NOTTINGHAM 4 The Elite, Queen Street 0115 958 2100
NOTTINGHAM (Office World) Huntingdon Street 0115 958 8244
OXFORD (HEADINGTON) 112 London Road 0186 574 1585
OXFORD (Office World) 14-16 Park End Street 0186 572 2422
PETERLEE 42 Yoden Way 0191 518 1313
PONTEFRACT 13/14 Salter Row 01977 704459
PORT TALBOT 101 Station Road 01639 881211
PORTSMOUTH (Office World) Victory Retail Park 01705 828118
PRESTON 14 Fishergate Centre 01772 884121
PRESTON (Office World) Corporation Street 01772 887941
READING 62 Friar Street 01734 508588
READING (Office World) 65 Caversham Road 01734 580845
RIPON 3 Moss's Arcade 01765 608455
ROMFORD 40/44 North Street 01708 737837
ROTHERHAM 18 Howard Street 01709 372144
SCUNTHORPE 127/131 High Street 01724 276006
SELBY Unit 15, Market Cross Centre 01757 708778
SHEFFIELD 129 Pinstone Street 0114 279 8800
SHEFFIELD (Office World) Eyre Street 0114 279 6481
SHREWSBURY 25 Charles Darwin Shopping Centre 01743 233021
SLOUGH 210 High Street 01753 532626
SLOUGH (Office World) 105 Farnham Road 01753 535282
SOUTHAMPTON 77 Queensway 01703 220255
SOUTHAMPTON (Office World) Western Esplanade 01703 222136
SOUTHEND ON SEA 3/5 High Street 01702 391474
SOUTHPORT 70 Chapel Street 01704 500547
SPALDING 3/7 Station Road 01775 769669
STAFFORD 12 Greengate Street 01785 229300
STANLEY 92 Front Street 01207 232877
STEVENAGE 84 Queensway 01438 311161
STOKE (LONGTON) 36 Longton Exchange (Bennett Precinct) 01782 596002
ST. AUSTELL Unit 23, Old Vicarage 01726 71488
SUDBURY 19 North Street 01787 883833
SWANSEA (Office World) 56 Davids Estate
TAUNTON 12 East Street 01823 352599
TELFORD Unit 32 Sherwood Street 01952 200905
UXBRIDGE 139/140 High Street 01895 273665
WAKEFIELD 38 Kirkgate 01924 373616
WALSALL 10A The Bridge 01922 641700
WALTHAM CROSS 135 High Street 01992 632828
WALTON ON THAMES 105/107 New Zealand Avenue 01932 269949
WARE 23 High Street 01920 486846
WARRINGTON Unit 52, Golden Square
WARRINGTON (Office World) School Brow 01925 241311
WEYMOUTH 22/23 St. Mary Street 01305 789089
WIGAN 38 Standishgate 01942 241919
WIGAN (Office World) Wallgate 01942 491241
WISBECH 12 Horsefair 01945 466774
WOKING 53 Commercial Way 01483 776321
WOLVERHAMPTON 78-79 The Mander Centre 01902 24040
WORCESTER 40 The Shambles 01905 724497
WORTHING 74/76 Montague Street 01903 214122
YEOVIL 48 Middle Street 01935 411404
YORK 11/13 Clifford Street 01904 636333
YORK (Office World) Foss Islands Road 01904 655455

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FIDONET JUST WHAT EXACTLY IS IT?

Ever on the lookout for ways to save money, Darren Irvine takes a look at a cheaper alternative to the 'Information Superhypeway'.

By now there can be no one who hasn't heard of the "Information Superhighway", and when people use this over-hyped term, they mostly mean the Internet. In fact, there is so much hype surrounding the various aspects of the Internet, that you could be forgiven for thinking that the Internet was the sum-total of computer communications.

Of course, this isn't true and the Bulletin Board community is still going strong. In almost every part of the country there are any number of BBSs specialising in everything from Amigas to Red Dwarf. In terms of person-to-person communication alone, the Internet has one big advantage over individual BBSs – the ability to send E-mail anywhere in the world.

That's where Fidonet comes in – it's a network of bulletin boards, allowing E-mail and files to be exchanged between BBS users all over the world.

WHAT EXACTLY IS IT THEN?

As well as person-to-person E-mail, Fido is composed for the most part of "echos". These echos are discussion areas dealing with a wide range of subjects – admittedly not as far-reaching as the Usenet newsgroups on the Internet, but still with enough variety for almost all tastes.

These echos are spread across Fidonet to any participating BBS that requests a feed. For the most part, the echos that are in use in the UK are UK-specific, but there are a number of echos that allow transatlantic and global discussions. Although in each echo you can address a message to a specific user, or reply to a specific message, all the messages sent by every user are available for anyone else to read. This is, in contrast to Usenet, where messages get posted to the group, rather than to another user via the Fidonet echo.

Additionally, although there are numerous technical differences between how Fidonet and Usenet operate – both internally and from the user's point of view, perhaps the biggest difference between the two systems is that Fidonet is a non-commercial organisation run by amateur BBS SysOps and is completely free to use.

FIDONET STRUCTURE AND ORGANISATION

The worldwide Fido network itself is split into chunks geographically for ease of administration and has an addressing system which is a reflection of this.

Fidonet as a whole is broken down into component parts known as Zones, Nets, Nodes and Points. Additionally, for the purposes of administration the entire network is also divided up into Regions.

Nodes are the actual computer systems which form Fidonet and can be anything from Amigas through PCS and Macs, to Sun workstations. Nodes are grouped together geographically to form Nets and these Nets are in turn grouped together to form Regions – these tend to be large areas, such as countries, or large states in the US (the UK is region 25 and Ireland is 26).

Finally, several Regions are grouped together to form Zones. Points are specialised users of each of the Node systems, using their own computer systems to access Fidonet rather than via the BBS running on their "Boss" Node. This "Boss" term refers to the system through which all of a Fidonet Points mail travels. The general format of a Fidonet address (known as 4D addressing) is as follows:

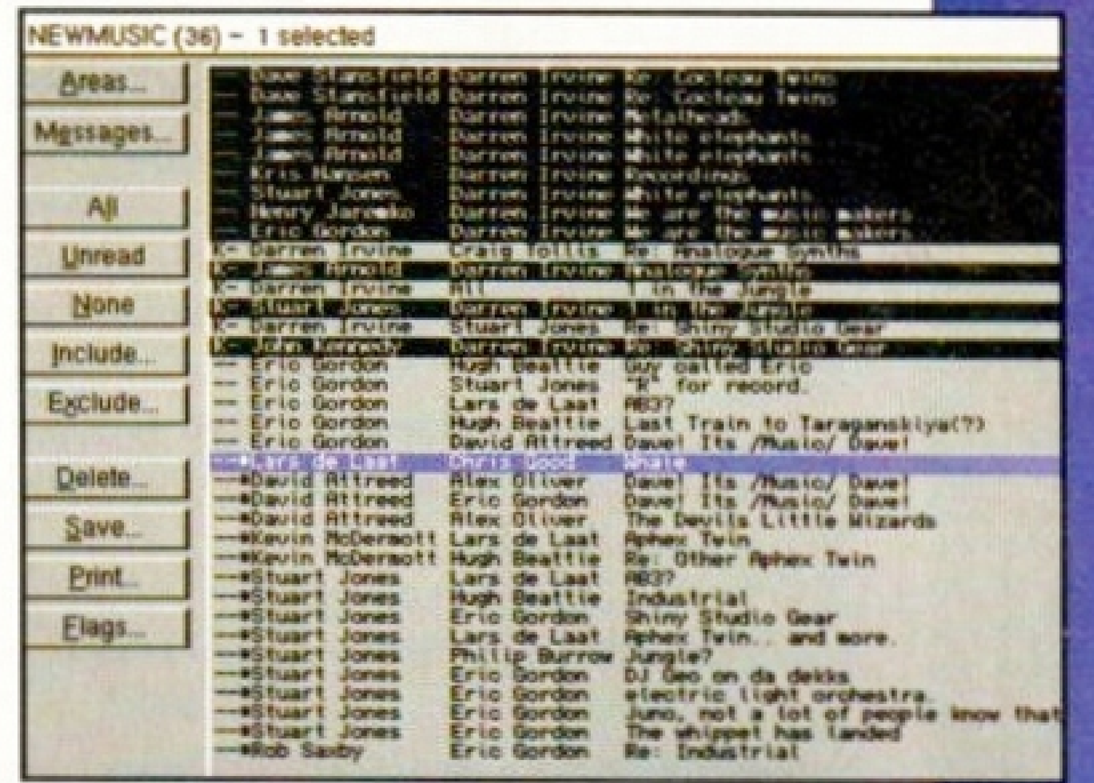
Zone:Net/Node.Point

My own address is:

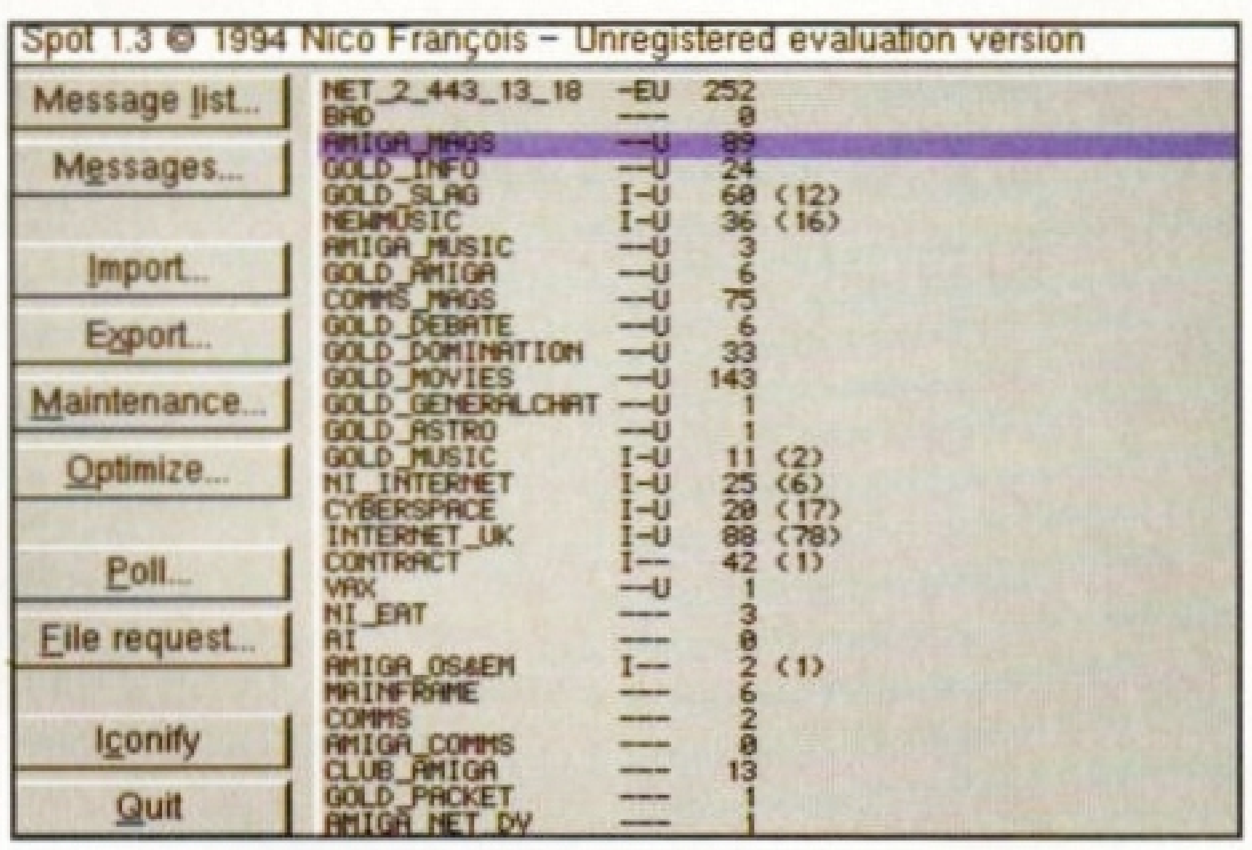
2:443/13.18

indicating that my system is Point 18 off Node 13 in Net 443, which, in turn, is located in Zone 2.

Note that actual nodes have a point number of zero which may be omitted.



You view the list of current messages in any echo. The ones with an asterisk are unread.



This is what Spot's main screen will look like when you've had the time and inclination to subscribe to a few echos.

EXCHANGING MAIL WITH THE INTERNET

Fidonet is connected to the Internet via several gateways and is organised in such a way that all Fidonet addresses can be represented as Internet addresses in the following way:

firstname.lastname@pPOINT.fNODE.nNET.zZONE.fidonet.org

This looks a bit frightening, but becomes obvious when you see an example. My name is Darren Irvine and my Fido address is 2:443/13.18 and so to send mail to my Fido address from the internet the address used would be:

darren.irvine@p18.f13.n443.z2.fidonet.org

Note that using the gateway in this manner can be even slower than normal Fidonet mail, so don't expect overnight results. Sending mail the other way round, from Fidonet to the Internet, is also done using a gateway.

The most commonly referred to gateway is at the Fidonet address 2:25/25, but there may be a gate closer to you – ask your SysOp. To actually send a message from your Fidonet system to the Internet, create a standard Fido NetMail and send it to user "UUCP" at the address of the gateway.

The subject line can be anything you like, but the important thing is to include the Internet address of the message's intended recipient as the first line of the actual text of the message in the following format:

To: <destination address>

For instance, if for some reason I wanted to send a Fido message to my Internet address which is darren@plasma.thegap.com, I would send a Fido NetMail with the following header information:

To: UUCP 2:25/25
Subj: Fido/Internet testing

I would also include the following as the first line of the actual message:

To: darren@plasma.thegap.com

HOW IT WORKS

There are two main types of mail on Fidonet. The first is EchoMail, and comprises of publicly accessible mail sent to one of the Fidonet echos.

EchoMail is spread across Fidonet from system to system like ripples on a pond – this pass-on-the-message system results in Fidonet's cost effectiveness – few systems have to make non-local calls to do their share of the message passing.

Bear in mind, though, that simply getting access to Fidonet doesn't guarantee access to all the echos – your Boss Node must be able to supply you with a feed to the echo you want. Most BBS SysOps will be prepared to get hold of any echos that you might want if you ask them nicely.

Of course, there are trade-offs from this cheap mail transfer system – Fidonet mail can be extremely slow, taking a number of days to reach its destination unlike the minutes required by the Internet. Still, you can't have everything and it is free after all.

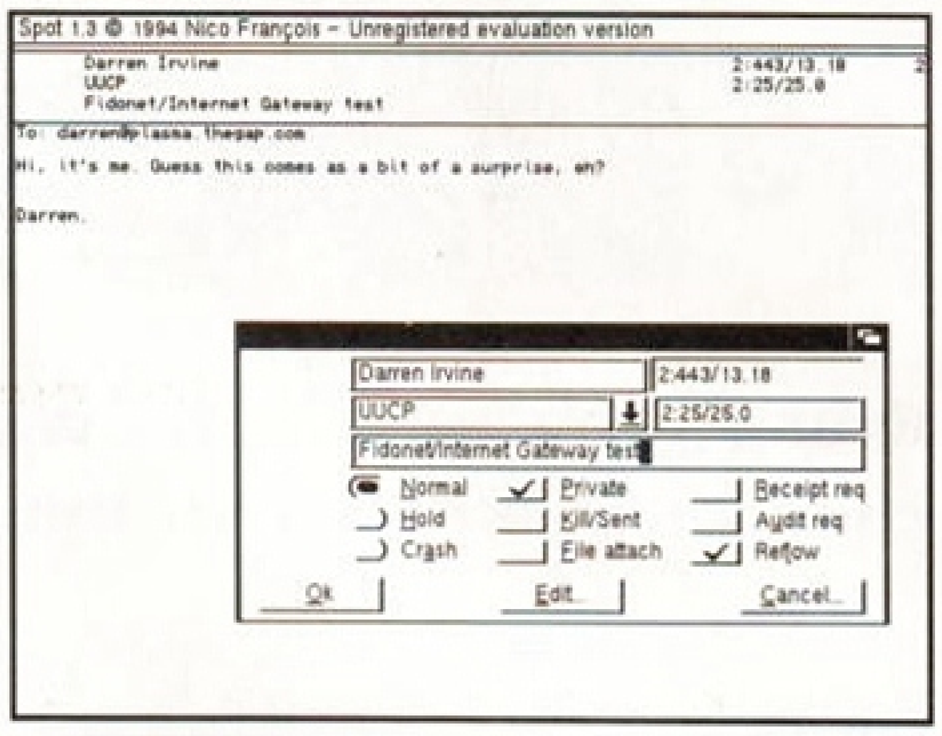
In EchoMail, messages do not have to be addressed to a particular Fidonet Node or Point address, but just to the real name of any user that reads that echo, or to "All" if you want everyone to pay attention.

The other sort of mail available is called NetMail and is private person-to-person mail, similar in functionality to E-mail on the Internet – although it stills suffers from the slowness of EchoMail. In the case of NetMail, you must specify the full Fidonet address of the person to whom you wish to send the message.

If you are sending NetMail to a Point, then the user name field is not important, but if you are sending to a Node, you must fill in the name of the person that the message is intended for – all the users of the BBS and the SysOps themselves share the same Node address.

BEWARE THOSE PHONE BILLS

Although you can access just about everything that Fidonet has to offer by interactively logging on to a BBS that is a Fidonet Node, extended access in this way can result in foolishly large telephone bills. Although, using an off-line reader can go some of the way to solving this



Using Spot to send a message to myself from Fidonet to the Internet.

problem, the best solution is to become a Fidonet Point. All you have to do is to find yourself a friendly FidoNet Node within local-call distance and ask the SysOp if they are willing to let you become a Point off their board.

Being a Point gives you your own proper Fidonet address. You'll get the same low-cost

WHAT SOFTWARE IS NEEDED ?

Once you've found a BBS system from which you can become a Fido Point, you need to install the appropriate software on your Amiga.

Although it isn't the most fully-featured system around, I have come to prefer a program called "Spot" to handle my Fidonet mail. Spot requires an additional program called "Trapdoor" to communicate with your Boss Node, but both these programs are available as shareware from almost all BBSs.

Here is a quick guide to getting the Spot/Trapdoor combination up and running.

1 Download the software from the BBS. At the time of writing, the current incarnations of the software required are 1.84 for Trapdoor and 1.3a for Spot – the actual filenames are:

TD_1_84.LHA

and

SPOT13A.LHA

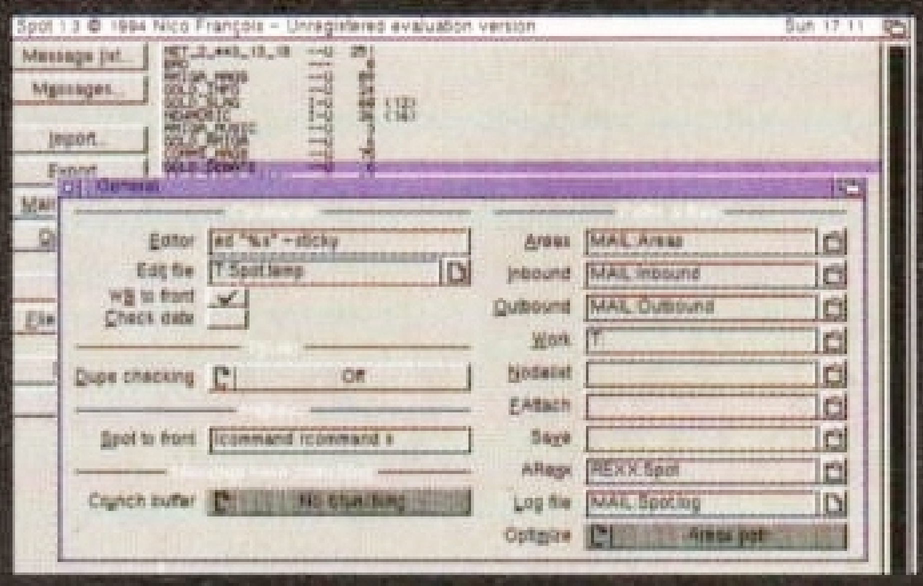
2 Create a drawer called MAIL and make an assignment called MAIL: to Point there. Beneath MAIL: create three directorys called INBOUND, OUTBOUND and AREAS. Extract the Trapdoor archive to MAIL: and the Spot archive to RAM:

3 Run the Spot Installer. Run the Spot install script from RAM: and when prompted for a directory in which to install Spot, select MAIL:. For the rest of the installation, accept the defaults.

4 Configure Trapdoor. Trapdoor requires a configuration file called (appropriately enough) TRAPDOOR.CFG, and although most archives come with an example script, there are a few things you might need to change. The following example script contains the minimum commands needed to get Trapdoor up and running:

Create a file TRAPDOOR.CFG in your MAIL: containing commands similar to the following – note that you should of course replace the fidonet address, password and phone number shown with your own address and password and the number of your own Boss Node.

NODE 2:443/13.17
This is your Fidonet address.
NAME "Disaster Area"
This is a name you give to your system.
SYSOP "Darren Irvine"
Your name.
PASSWORD "*****"**
Your password.
BAUD 38400
The max speed your serial port can handle.
BOSS 2:443/13.0
Your Boss Fidonet address.
CALL 274919
The phone number to call.
OUTBOUND "Mail:Outbound"
The directory to find outgoing messages
INBOUND "Mail:Inbound"
The directory in which to store incoming messages.
LOGFILE "Mail:TrapDoor.Log"
Location of the log.
MODEMINIT "~ATI~~"
These are the defaults for MODEMHANGUP "||^|"my Sportster 14k4 modem.
MODEMDIALPRE "ATDT"
There is a help file with MODEMDIALPOST "|" Trapdoor which will help you find the exact settings for your own modem.
SERIALNAME "serial.device"
Standard serial configuration.
SERIALUNIT 0, SERIALFLAGS 0, SHARED
More standard modem type DSR set-up commands 7WIRE.



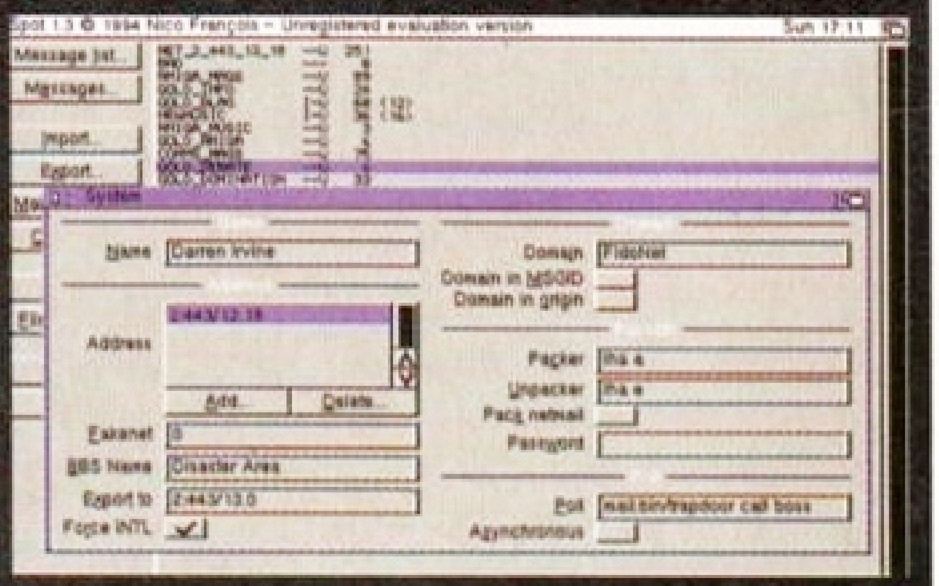
In addition to this install sequence, you need to set up a few things in Spot's Settings menu. Firstly, select "General" and make sure the values you have look similar to this.

LOGWINDOW 30/15/580/133
STATWINDOW 30/155/580/93
SCREENMODE ACTIVE
NOBACKGROUND
AUTOOVERSCAN
These commands determine the way in which Trapdoor opens up its display windows.
COLORS 2560/4095/10/160
This configuration is for fairly quiet colours in windows opened up on Spot's own screen.
RETRIES 99
Number of times to retry a call.
REDIALDELAY 20
Delay in seconds between call retries.

5 Setting up Spot. When you run Spot for the first time, you will be taken through a short installation sequence. You need to enter your name, Fidonet address (assigned to you by your SysOp) and the actual network domain name (almost always "FIDONET").

6 Using Spot. The screen will show a list of echos to which you are connected in addition to your NetMail area – shown as your Fidonet address. The actual process for joining new echos will depend upon the software being run by your Boss Node – ask your SysOp for details when they are assigning you your Point number.

In both NetMail and EchoMail areas, you can send new messages, reply to existing ones, and forward messages to other areas.



Next, select "System" and make sure your details are correct – note that the text in the field "Poll" should read "mail:bin/trapdoor CALL BOSS".

mail facilities that nodes do, and some of the other benefits of being a Node (such as the ability to request files from other BBSs) without having to go to the trouble of setting up as a Node. But why not go the whole hog and become a Node?

Well, if you already run a BBS then this is probably the way to go, but there are disadvantages. Perhaps the most obvious (beyond the actual hassle of setting up the Node software itself) is that except in rare cases, Fidonet requires all Nodes to be up and running ready to receive mail for at least one hour per night, which means giving out your phone number.

So, becoming a Point offers most of the features of Nodedom, without compromising privacy and convenience. Note also that since so many BBS systems offer free Point set-ups, there is no point paying for a subscription-only board, unless it offers other services aside from Fido that are of interest to you.

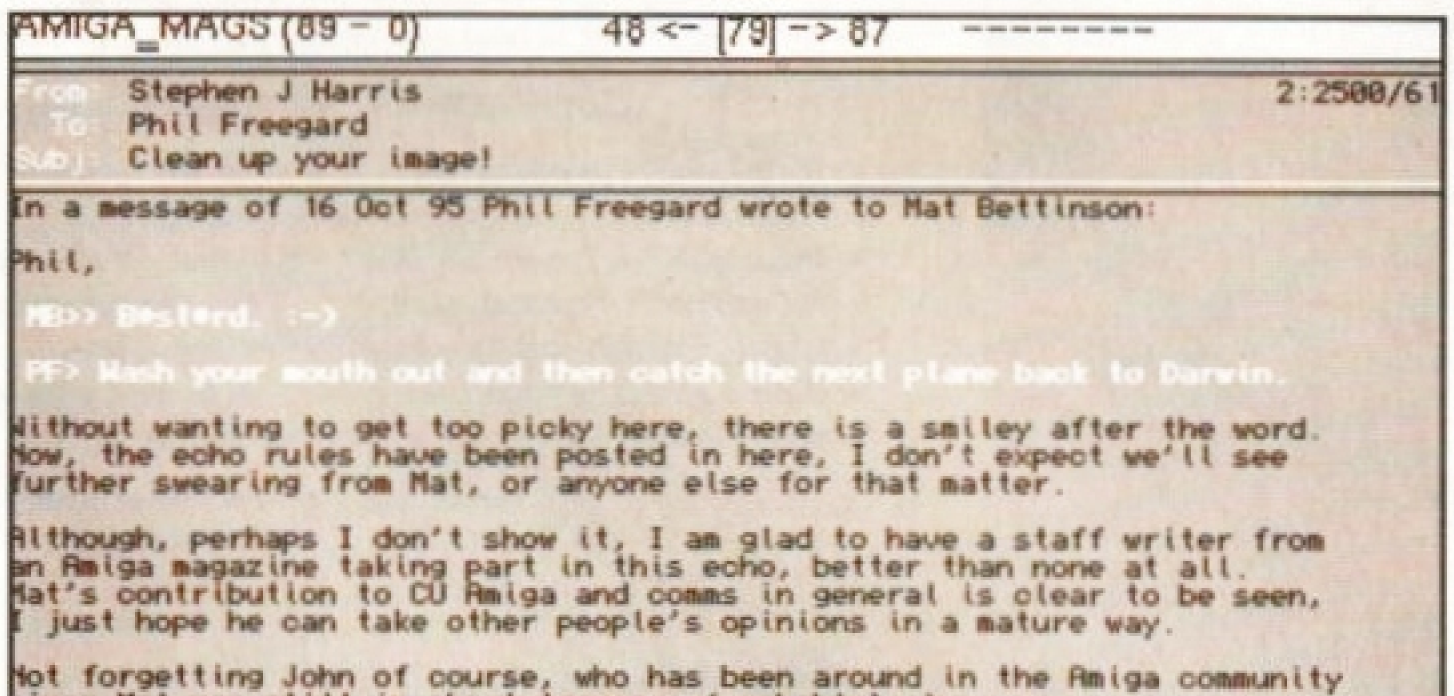
With all the talk of hidden costs on the Internet, sign-up fees and monthly charges, it is important to remember that the entire Fidonet network is completely free. Combine this fact with the availability of PD or shareware software and the current low prices for 14K4 modems, and you will be hard pushed to come up with a reason why you shouldn't give Fidonet a try. Even if you already have Internet access, you might be pleasantly surprised by the (for the most part) friendly atmosphere pervading Fidonet echos.

I use both system regularly, and find that one complements the other. And since Fidonet can also be used to send mail to and receive mail from the Internet itself, it offers an ideal and cost-effective way of joining the world of comms in general.

PASSWORD PROTECTION

Your SysOp will ask you to choose a password when you are setting up as a Point off their system. This password is used when connecting to or resigning from various echos, or obtaining help on using your Boss' system. Generally speaking, this password is used in the "Subject:" field of special control messages sent to a control user at your Boss Node.

This password is also used by Trapdoor when connecting to the Boss Node to ensure that the person downloading your EchoMail and, more importantly, NetMail is actually you.


```
AMIGA_MAGS (89 - 0)        48 <- [79] -> 87   ---------
From  Stephen J Harris                              2:2500/61
  To  Phil Freegard
Subj  Clean up your image!
In a message of 16 Oct 95 Phil Freegard wrote to Mat Bettinson:

Phil,

 MB>> B*st*rd. :-)

 PF> Wash your mouth out and then catch the next plane back to Darwin.

Without wanting to get too picky here, there is a smiley after the word.
Now, the echo rules have been posted in here, I don't expect we'll see
further swearing from Mat, or anyone else for that matter.

Although, perhaps I don't show it, I am glad to have a staff writer from
an Amiga magazine taking part in this echo, better than none at all.
Mat's contribution to CU Amiga and comms in general is clear to be seen,
I just hope he can take other people's opinions in a mature way.

Not forgetting John of course, who has been around in the Amiga community
since Mat was still in short trousers (probably) :)

Steve

... Hal, open the pod bay doors or else I'll run MS Windows!
--- Spot 1.3a #1350
 * Origin:  (2:2500/615.1)
SEEN-BY: 25/10 50 51 53 54 55 105 250/102 107 168 188 210 251/30 252/330
SEEN-BY: 253/419 254/4 233 262 255/1 80 256/97 507 651 257/121 259/6 50 56
SEEN-BY: 259/66 68 89 263/155 335/602 440/1 7 304 465 442/403 443/13 16 42
SEEN-BY: 443/59 69 2500/73 177 179 504 614 615 2501/14 105 212 302 2502/1000
SEEN-BY: 2504/103
```

This is what actually reading a message in a Fidonet Echo looks like. And yes, sadly, wherever you go you may well see Mat Bettison swearing.

JARGON

Boss – The Fidonet Node that you Point off.

Bulletin Board System (BBS) – Computer systems that have been set up to allow people to connect to them (log on) and use their facilities over a phone line. Many BBSs are Fidonet Nodes.

EchoMail – A public conference on Fidonet, very similar to a Usenet Newsgroup

NetMail – Fidonet's private E-mail system

Point – A special type of BBS user with an associated Fidonet address.

Poll – The simple act of calling up your Boss Node to exchange mail.

SysOp – The person in charge of a BBS.

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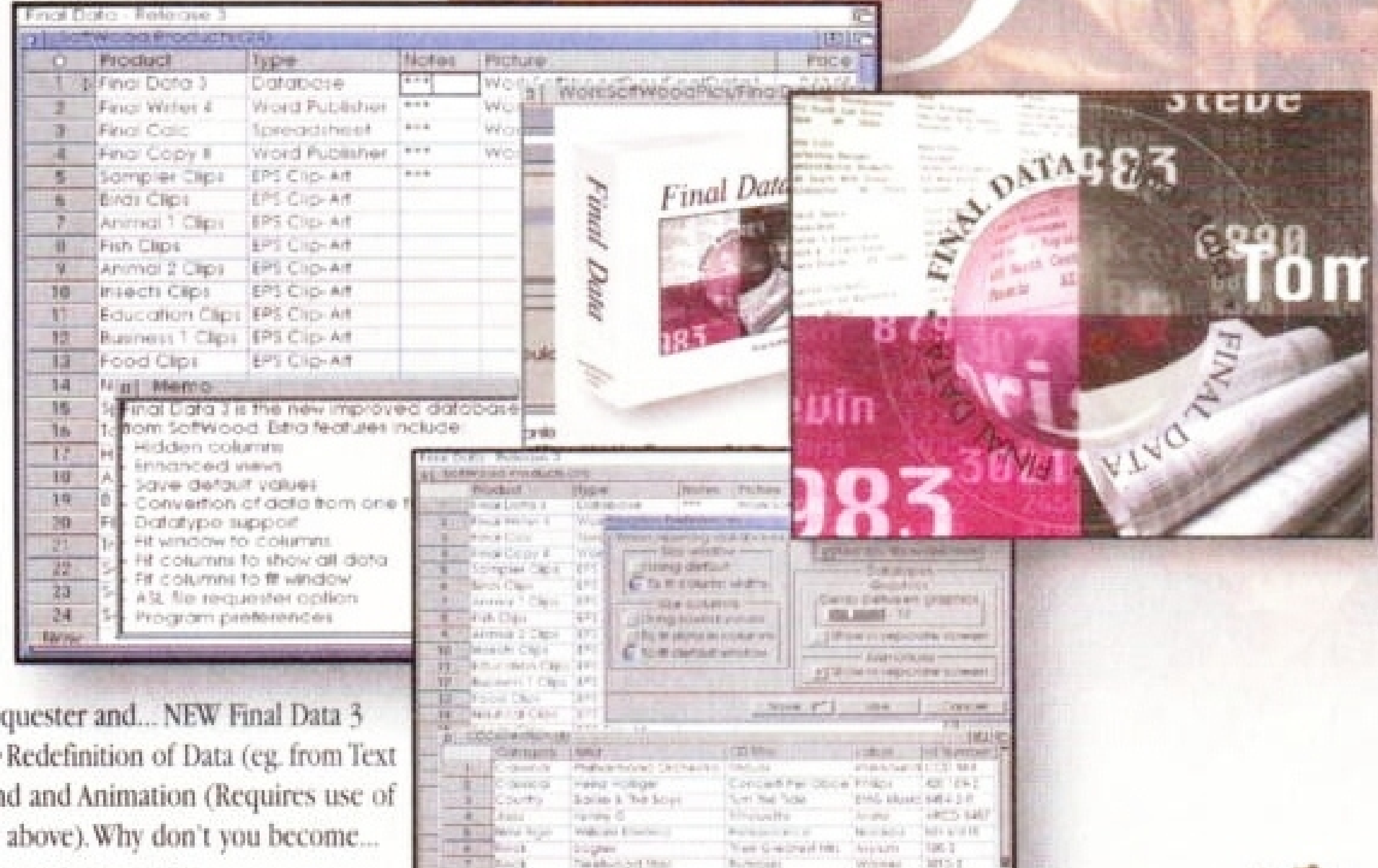
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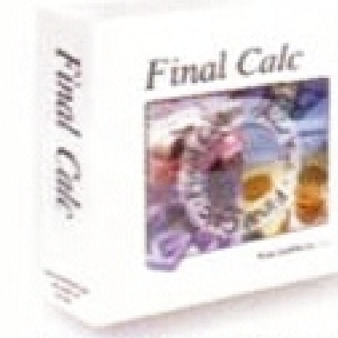
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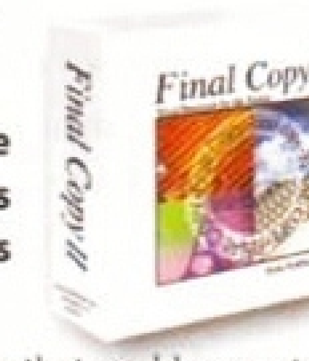
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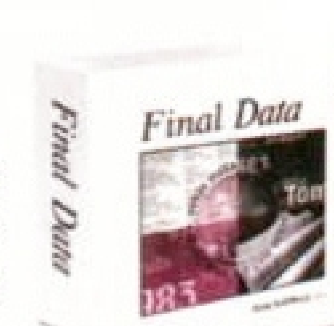
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**Help on system requirements: Our products are the most economical in their use of system resources. Like others, we quote the minimum required to load our software, but please note that as with all programs, more memory/latest Workbench may be required to access all graphical features fully. If in doubt, please ask.*

AMIGA FORMAT SCREEN PLAY



Steve McGill

Who'd have thought a game that encourages wholesale aggression and violence against colleagues and friends could be such a big hit with the staff of *Amiga Format*.

Yet, despite our initial reservations, that's what *Worms* was with us. On several occasions we didn't go home until Wilf, the Future Security man, came round and told us "Time to go. You can play that game tomorrow". Find out why I awarded *Worms* a Format Gold on page 49.

On a more serious note, we hope that Amiga Technologies take swift action on the news spreading like wild fire concerning software incompatibility.

The Amiga Magic pack is selling like hot cakes and its success could be the much needed catalyst for game development to get the Amiga back into mainstream development.

Several, nearly finished projects are still on the shelf waiting for more positive signs in the market. The current clamour for Amigas by the public could be all it takes.

If you've read our news story on Breathless, you'll hopefully understand why I'm feeling so smug in relation to our less fortunate Mac and PC brethren. When was the last time you saw a full screen Doom-clone running on their machine? Merry Xmas from me and the team.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

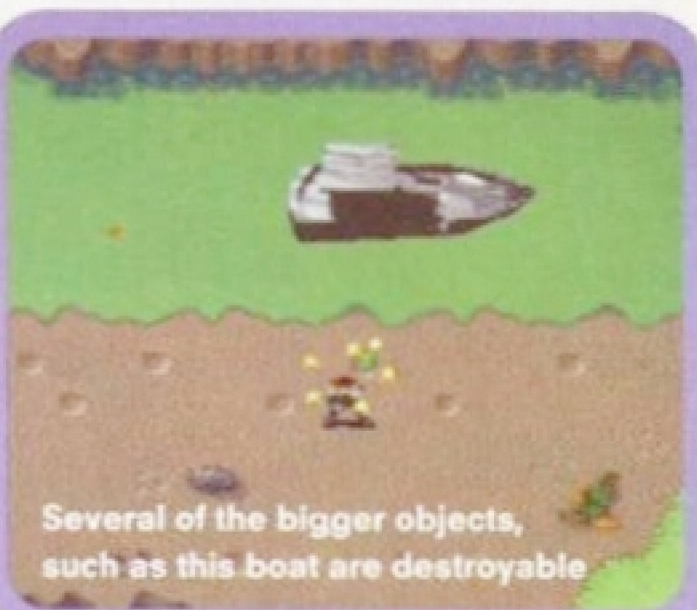
- **90+%** The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.
- **80-89%** These games are very good, but due to minor flaws are not the finest examples of their genre.
- **70-79%** Good games which are worth buying, especially if you have a special interest in a game type.
- **60-69%** Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
- **50-59%** Below average games which are unlikely to impress your mates or your wallet. Avoid.
- **40-49%** Overwhelmingly poor quality games with major flaws and appaling gameplay.
- **Less than 40%** The absolute pits.

Previews

Steve McGill takes a look at what's up and coming on the games



That famous explosive Bloodhouse routine in action. *Watchtower* looks a bit like Chaos Engine and plays a bit like Commando.



Several of the bigger objects, such as this boat are destroyable



The watchtowers of the game's name are deadly and dangerous

WATCHTOWER

AGA Amigas ■ Daze Marketing ■ 0171 372 4375

Imagine a 16-bit version of Commando, merged with the graphics of Chaos Engine and you've just about sussed the appeal and gameplay behind *Watchtower*.

Daze Marketing sent one of their representatives round to our office this month so we could take a look at this new game. They're undecided on whether to publish it or not.

In the course of play and being killed a lot, we found out that some of the programming team behind *Watchtower* also happened to be behind Stardust and Super Stardust. We should have known really, for the same nifty explosion routine when things get blown up is here.

First impressions are good. The animation of your character and the baddies is impressive and the scrolling of the screen is smooth and unobtrusive. More powerful weapons and bonuses can be picked up by shooting crates and various objects and this adds a bit of spice to the gameplay.

The enemies are plenty and intelligent enough to present a dangerous challenge. There were three levels of difficulty, although I found the easiest level a bit difficult, but that's probably just my ineptitude at shoot-'em-ups shining through.

There are, as the name suggests, watchtowers to be shot up and these can be very difficult to overcome.

The only real objection I had to the gameplay was that when you start firing with the little bloke, he stops and shoots. With the high rate of incoming fire, this is a distinct disadvantage. Especially when you cast your mind back to Commando of old and the ability to shoot on the run it presented you with.

Nevertheless, *Watchtower* presents a new-ish slant on an old style game and with a sort of retro game movement in full flow at the moment, this could be a very opportune moment for Daze to publish the game.



We played a one level demo that only hinted at different locations.

Continued overleaf ➡



The Future table presents the player with an odd 'played around with' table that the gamer can only guess the theme of. Best guessers can win a prize from Effigy.

← PINBALL PRELUDE

AGA Amigas ■ Effigy Software ■ 01526 834020

Despite the fact that computers let programmers play around with mathematical laws and design aesthetics to their hearts' content, up till now pinball games have pretty much tried to copy their arcade-based, 'one-pound-per-three-credits', real-life brethern.

Pinball Prelude from new kids on the block, Effigy Software, dispenses with these boring restrictions. Instead, it opts to play around with the Amiga medium and have some frivolous fun at pinball's expense. But this jape taking doesn't sacrifice the fun, playability or feel of the game.

In fact, after just a few plays, it quickly became apparent just how spot-on the responsiveness of the flippers, the reaction of the ball to the flippers and the reaction of the ball to the various objects dotted around the table really was.

What's more, the first table is completable, whereas the other two are cumulative in their scoring system. The tables are themed, and the theme lies within the framework of past, present and future.

As if that wasn't enough, the game offers several different screen modes, ranging from hi-res laced, to lo-res, which helps immensely considering there's also a multi-ball option – the number of balls can be user selected from 2-10.

In all, an eclectic and useful mix of options and features. We're looking forward to reviewing it next month.





The table set in the Present is beautifully presented, plays well and makes far more use of the AGA chipset than Pinball Mania.

ZEEWOLF 2

All Amigas ■ Binary Asylum ■ 01225 428494

Hurrah. The improved sequel to one of my favourite games ever is almost ready to ship in time for Christmas.

That's right, *Zeewolf 2* is hovering around at the almost finished stage of its collectively rotational life. *Format* has already had the good fortune to play around with the first eight levels and we can report that things are looking good.

Binary Asylum have listened to their critics and added several new features to the game which not only augment the look of the game, but also improve the gameplay.

There are different terrain types, ranging from ice worlds, to toxic wastelands. Objects, such as houses, tower blocks, oil rigs, and pylons, help induce the feeling that you're flying around in a self-contained little world immensely.

Most important of all, and the quantum leap in the evolution of the game, is the ability to control other vehicles through a mechanism known as a 'remote link'.

Basically, it means that you can drive tanks and fly planes without fear of damage to the Zeewolf. It adds another dimension to the gameplay.

In all, I'm literally champing at the bit to get my hands on the game and can hardly wait until next month when, if all goes according to plan, the completed game will land on my desk.



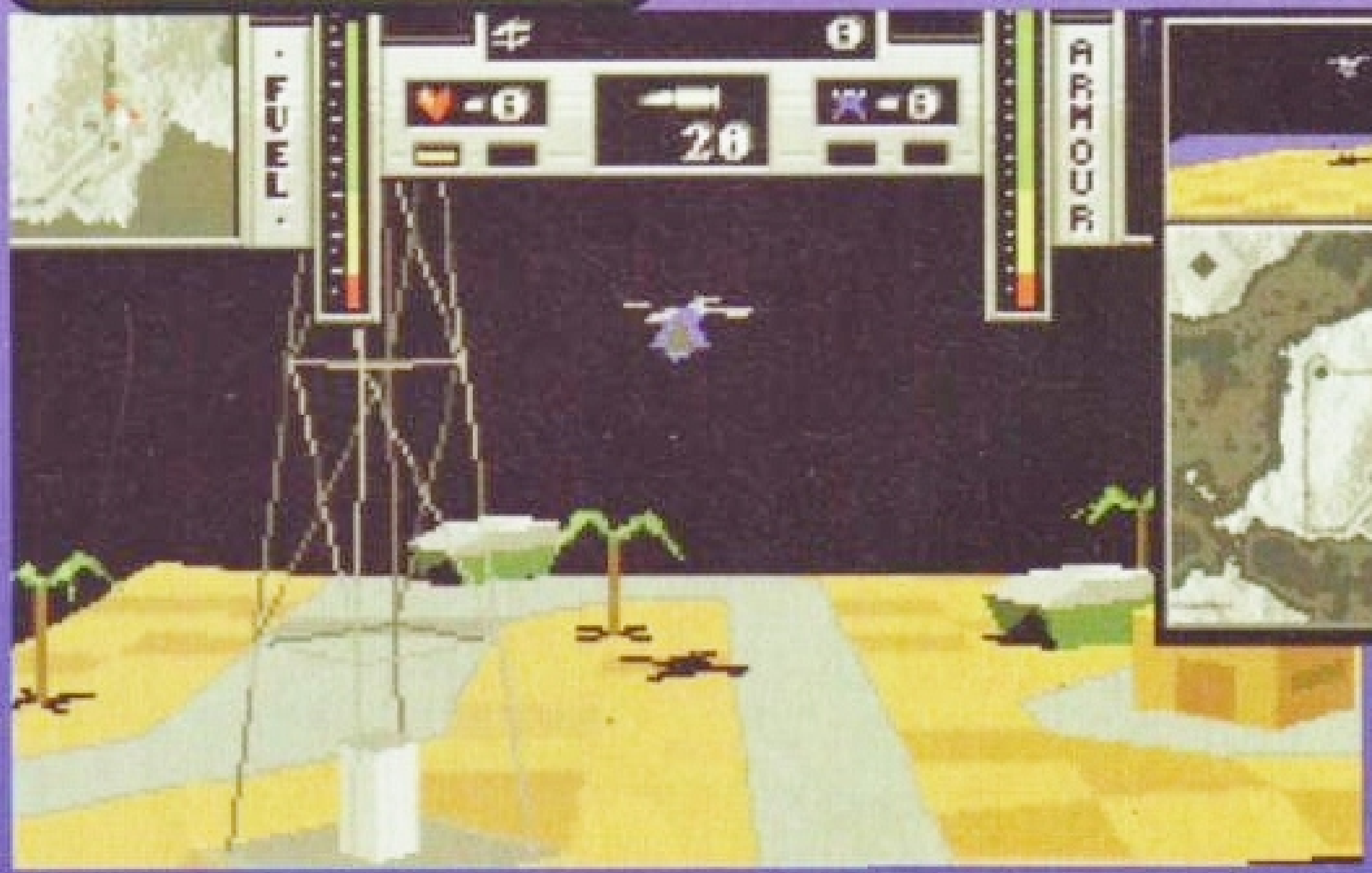
Multi-storey building drama.



Toxic Wasteland building. Yesterday.

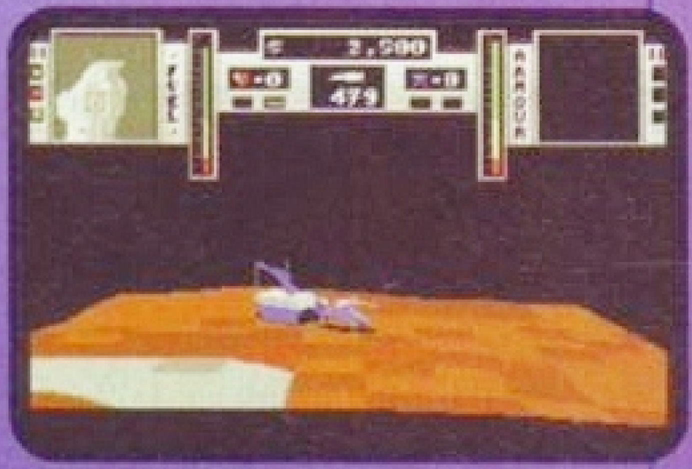


Objects like this add atmosphere.

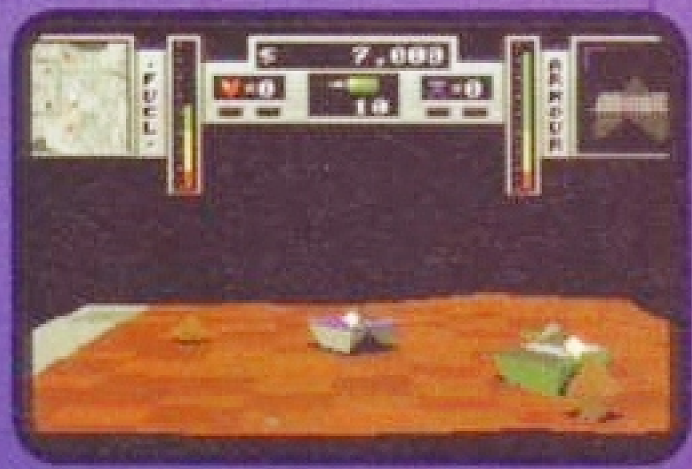




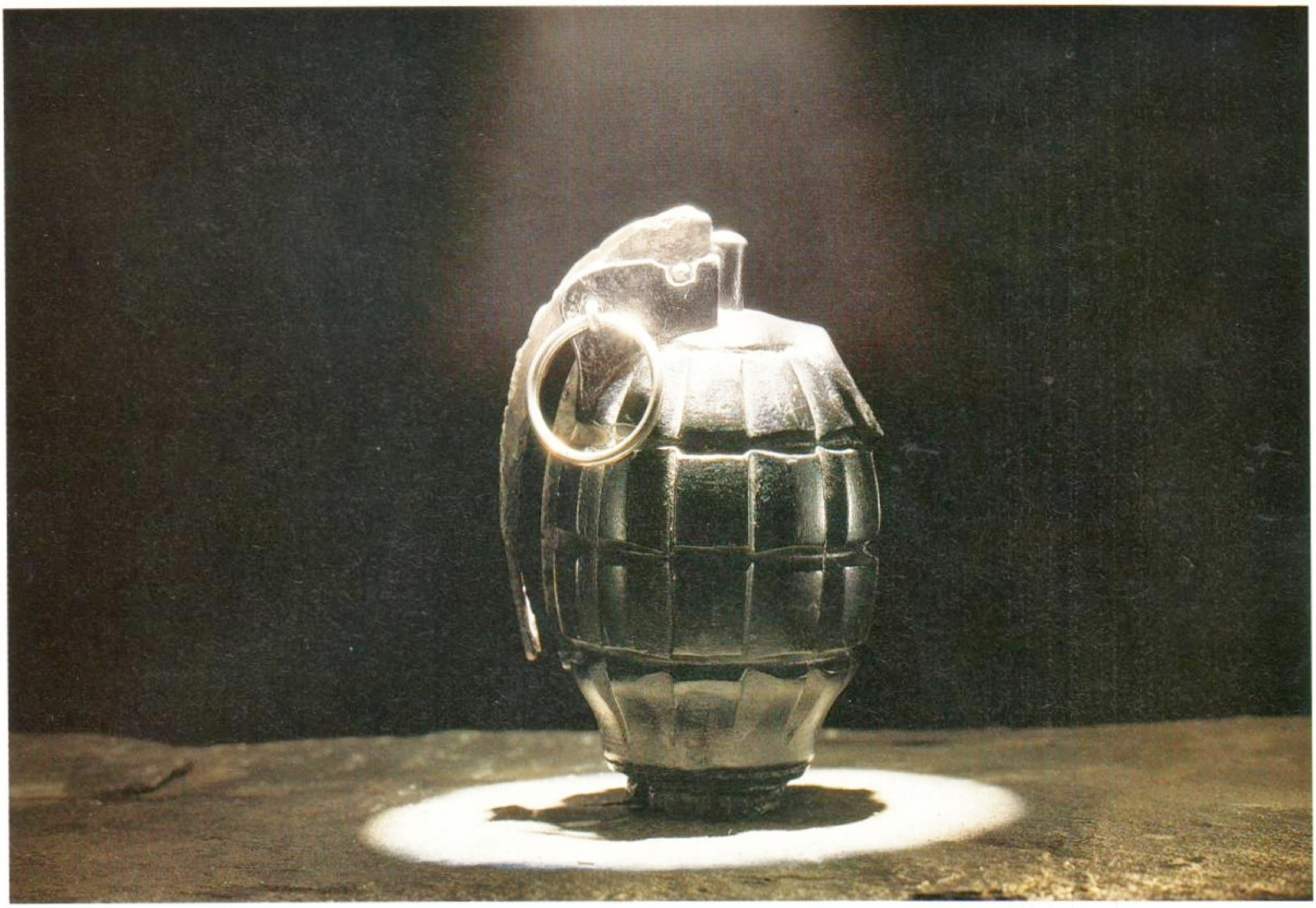
ABOVE: The familiar map and mission screen is still here for *Zeewolf* veterans. RIGHT: The new landscapes coupled with the new objects add to the beauty.



The first stage of the remote link...



...and now we can drive a Buffalo.

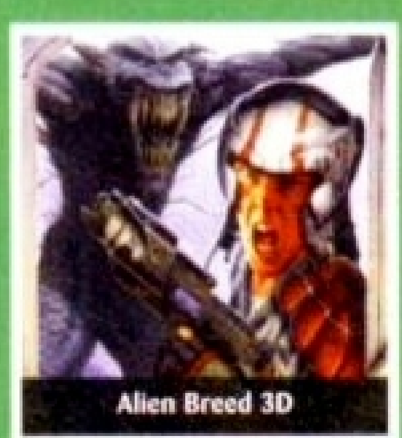


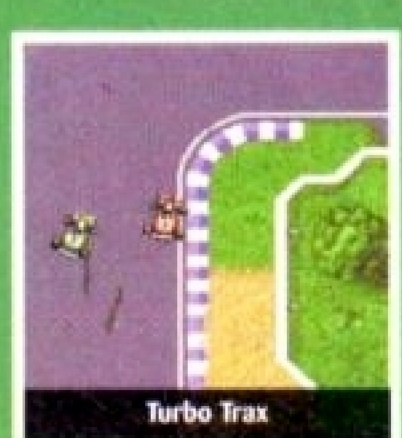
The charts are copyright ELSPA.

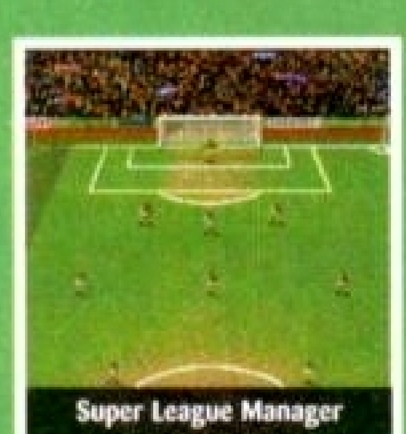
THIS MONTHS charts

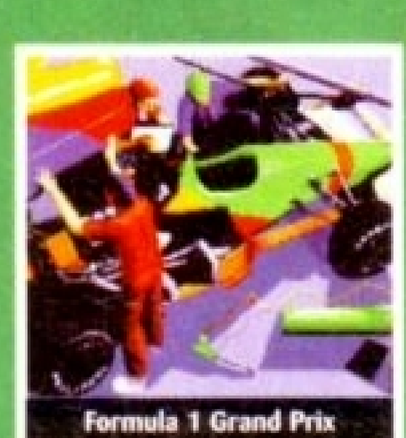
This month's charts gives those wild and wacky Wakefield boys at Team 17 something to celebrate over the Christmas period. Lucky people.

THIS MONTHS FULL PRICE TOP 20

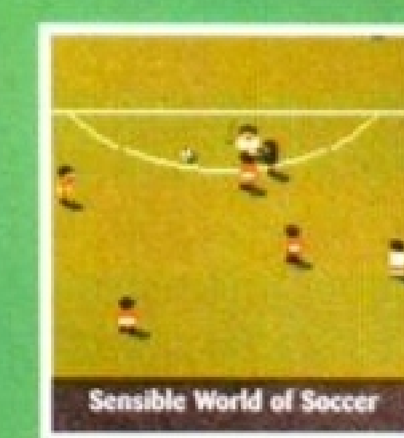

Alien Breed 3D

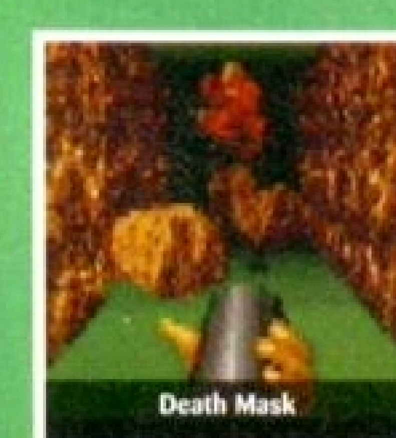

Turbo Trax

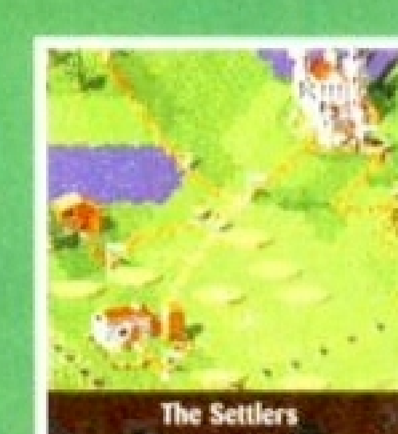

Super League Manager


Formula 1 Grand Prix

	Pos (Last)	Title (Publisher)	Score
	1 (2)	Sensible World of Soccer (Renegade)	FG95%
new	2 (-)	Alien Breed 3D (Team 17)	FG93%
	3 (1)	Player Manager 2 (Anco/Virgin)	81%
	4 (3)	Premier Manager 3 (Gremlin)	85%
	5 (4)	Ultimate Soccer Manager (Impressions)	84%
	6 (6)	Sensible Golf (Virgin)	81%
	7 (5)	Colonization (Microprose)	FG95%
	8 (12)	Tactical Manager 2 (Black Legend)	55%
	9 (7)	Super Skidmarks (Guildhall)	FG92%
	10 (20)	World Cup Year 94 (Empire)	85%
	11 (9)	Fifa International Soccer (Electronic Arts)	79%
	12 (Re)	Overlord (Virgin)	85%
	13 (18)	Football Glory (Black Legend)	80%
	14 (14)	Rise of the Robots (Time Warner)	18%
	15 (8)	PGA European Tour (Ocean)	83%
new	16 (-)	Turbo Trax (Kompart)	79%
	17 (19)	Combat Classics 3 (Empire)	81%
new	18 (-)	Animation Workshop (Empire)	55%
	19 (10)	Starlord (Microprose)	52%
	20 (16)	Jungle Strike (Ocean)	87%


Sensible World of Soccer


Death Mask


The Settlers


Zeewolf

TOP-10 CD^{32}

	Title	Publisher	Score
1	Super League Manager	Audiogenic	80%
2	Morph	Millennium	78%
3	Gloom	Guildhall Leisure	FG91%
4	Super Skidmarks	Acid	FG92%
5	Death Mask	Alternative	77%
6	Subwar 2050	Microprose	84%
7	Int Sensible Soccer	Mindscape	FG91%
8	Last Ninja 3	System 3	79%
9	Sensible Soccer 92/93	Mindscape	FG91%
10	Top Gear 2	Gremlin Interactive	55%

TOP-10 BUDGET

	Title	Publisher	Score
1	The Settlers	Blue Byte	FG94%
2	Formula 1 Grand Prix	Powerplus	FG94%
3	Zeewolf	Empire	FG90%
4	Monkey Island 2	Kixx	FG95%
5	Indiana Jones: Atlantis	Kixx	81%
6	Syndicate	Hit Squad	FG94%
7	Mortal Kombat	Virgin	74%
8	Dune 2	Hit Squad	FG90%
9	Dawn Patrol	Empire	69%
10	Space Hulk	Hit Squad	77%

TOP-10 A1200

	Title	Publisher	Score
1	Alien Breed 3D	Team 17	FG93%
2	Gloom	Black Magic	FG91%
3	The Lion King	Virgin	69%
4	Ultimate Soccer Manager	Impressions	84%
5	Jurassic Park	Ocean	74%
6	Sim City 2000	Maxis	FG90%
7	Tower of Souls	Kompart	44%
8	Roadkill	Guildhall Leisure	80%
9	Super League Manager	Audiogenic	80%
10	Aladdin	Virgin	FG90%

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

Published b : Intan ible Assets Manufacturin , Dale L. Larson, *el Presidente*

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iam

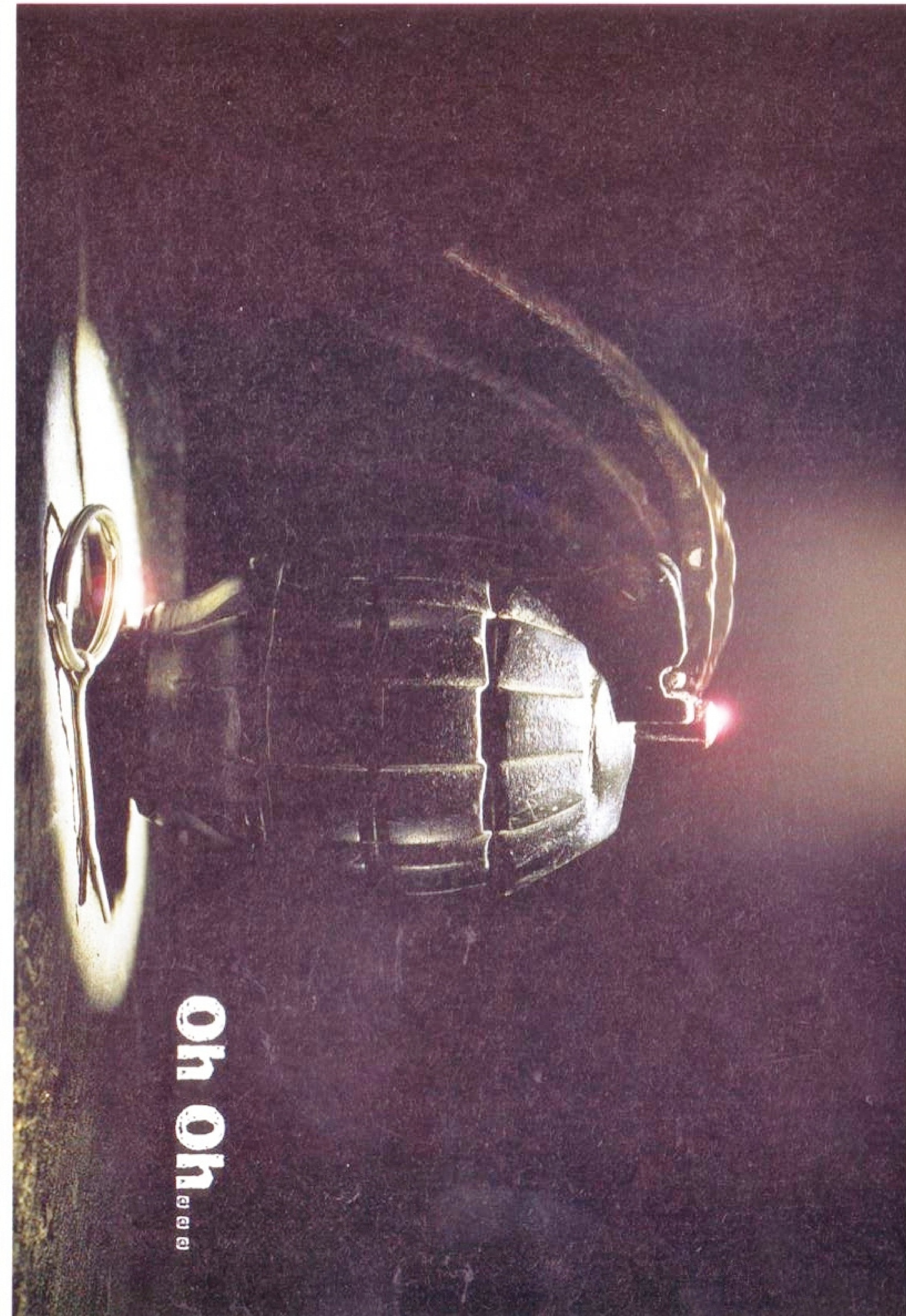
MegaBall4

with board editor

Bust bricks.
Bust glorious bricks.
Bust exploding, poofing, growing, locking, and green-sliming bricks.
Bust bricks to music.

Compatible with all Amigas
AGA and non-AGA graphics included
three-disk set with special fourth bonus disk
Ami-FileSafe Floppy

MegaBall4



Join **Steve McGill** in the umpire's chair as he judges Audiogenic to have served an ace that would give Dan Maskill a stroke if he were still alive.





Super Tennis Champs



SUPER TENNIS CHAMPS

Publisher	**Audiogenic 0181 424 2244**
Price	**£19.99**
Versions	**A500/600/1200**
System requirements	**1Mb**
Release date	**December**

Graphics 7 out of 10
Bright, breezy and fun.

Sound 7 out of 10
The balls sound right when struck by the racket

Addiction 9 out of 10
Really comes into its own when played with other people.

Playability 9 out of 10
Another 'minutes to learn, years to master' style game.

Overall verdict
One of the best Christmas surprises we've come across.



90%



Doubles-play, whether engaged in by one or four people is simply terrific.



The characters' varied abilities mean that some opponents' backhands are more to be feared.

Super Tennis Champs is one of those games that makes you proud to be a member of *Amiga Format*. In the month before Steve Bradley spontaneously combusted, he was sent a nifty tennis game programmed by Elton Bird of Mental Software.

Sussing its potential immediately, he passed it on to Audiogenic and to our sister magazine *Amiga Power*. *Power* immediately put the game on to one of their Coverdisks (we didn't have the room) and Peter Calver of Audiogenic put Elton to work on improving the basic game.

Super Tennis Champs is the result of all that hard work and I'll apply for a Glasgow Rangers season ticket if it isn't the best tennis game ever to have appeared on the Amiga.



Now, realising the terrible consequences of being wrong, I'll have to justify some of the bold assertion.

One of the first things that a tennis game must possess is a believable sense of physics and an intuitive control system to match. *Super Tennis Champs* has both in abundance. Not only can you control the type of serve and shot that's played, the spin and velocity of the stroke is also under the player's control.

To further complement this variety, the game also exploits the use of two-button joysticks and CD32 controllers to make certain shots, such as lobs and drop shots easier to pull off. This adds real skill to the matchplay and when two opponents of similar ability come up against one another, the result can be an absorbingly fraught and tense affair.

Moreover, *Super Tennis Champs* introduces the concept of character play. That is, some characters – of which there are sixteen – have stronger matchplay characteristics in certain areas of their game. For example, Paulo is very fast on his feet around the court. Shrewd players, once they're familiar and well practiced with the game, can exploit this so that someone whom they're markedly superior to could be given one of the best characters to play, in an improvised form of handicapping. Just in case this isn't considered relevant, the option exists to switch the character traits off, so that all characters are equal.

Furthermore, the game also makes use of parallel port joystick adaptors enabling up to four players to take part at the same time. Great fun, considering that doubles can be played with only one person.

So, in all, *Super Tennis Champs* presents potential players with amazing gameplay, a whole host of options to customise the game to the participants' delight and, most importantly, entertains in a manner that encourages spontaneous laughter and temper tantrums at the same time.

So go for *Super Tennis Champs*; it's one of the best tennis games on any platform. Terrific fun – fully deserving of a *Format* Gold.

■ *STC* is one of the best tennis games on any platform... Terrific fun – go and get it.



Vent your spleen by hitting the fire button after a bad shot.

APPEARING IN COURT



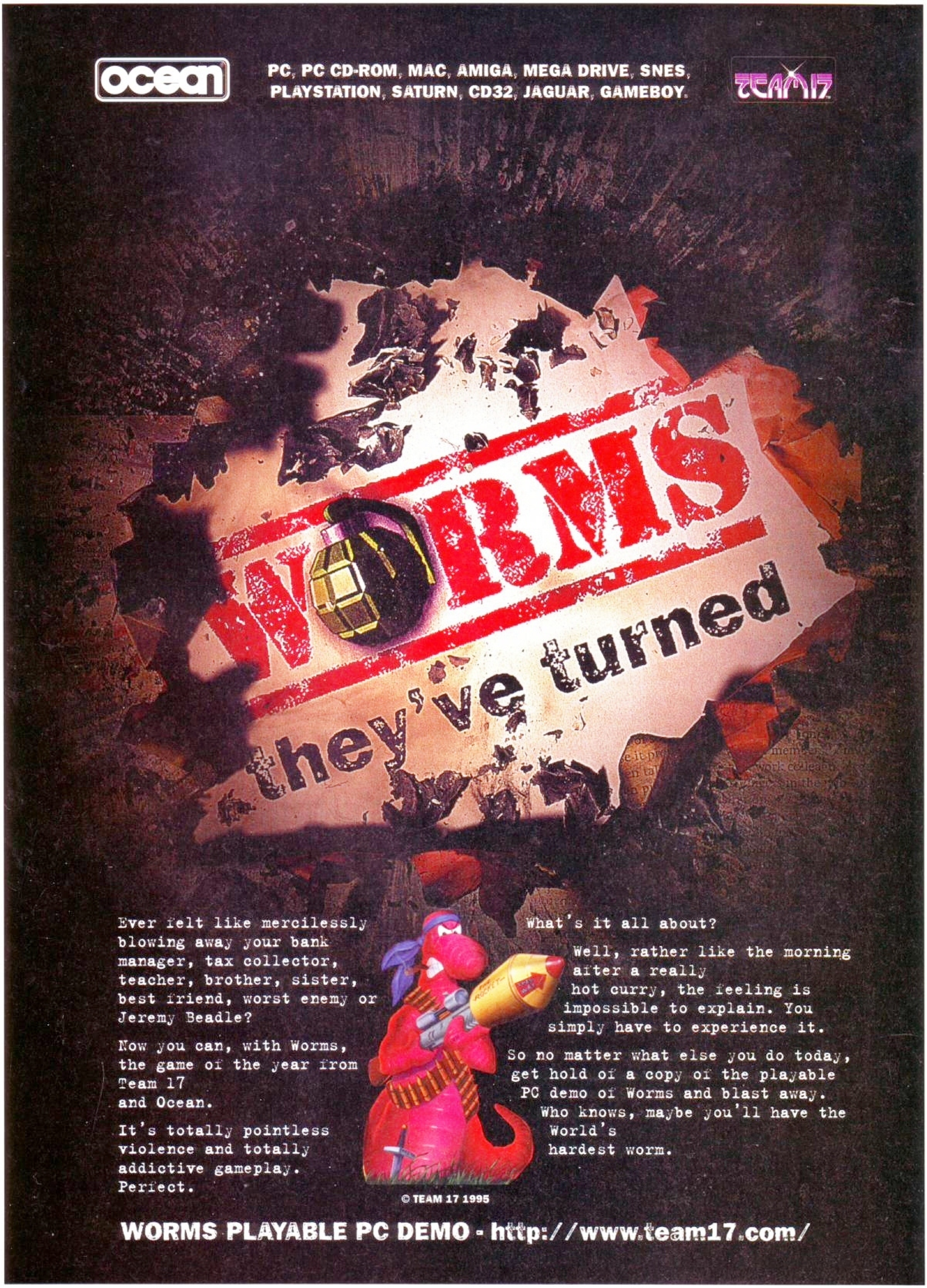
Different courts have a different effect on the ball...



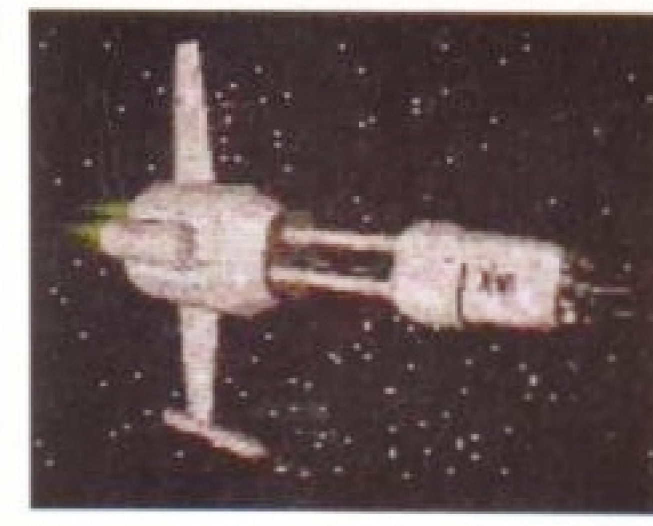
...grass is probably the most challenging, whereas..



...clay is best for the beginner, due to the speed.


ocean
PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.
TEAM17
WORMS
they've turned
Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?
Now you can, with Worms, the game of the year from Team 17 and Ocean.
It's totally pointless violence and totally addictive gameplay. Perfect.
What's it all about?
Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.
So no matter what else you do today, get hold of a copy of the playable PC demo of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.
© TEAM 17 1995
WORMS PLAYABLE PC DEMO - http://www.team17.com/

Steve McGill is feeling vaguely brave and stars in a brilliant, new, horror-movie style game where his days are numbered and life is looking bleak.



A large part of the disk space taken up by *Citadel* is given over FMV clips which are impressive first time round.

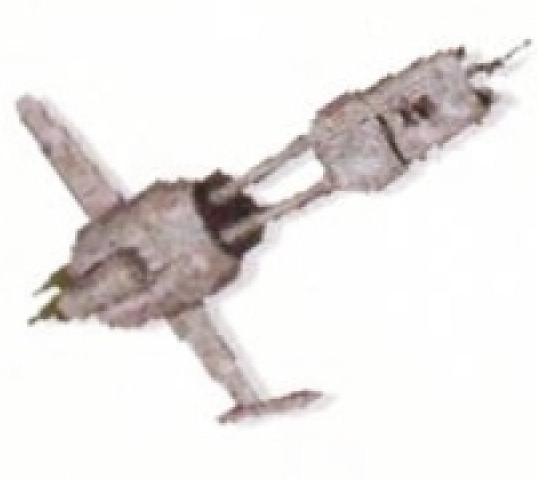
Citadel





ABOVE: Despite being mostly useless, the FMV does add flavour to *Citadel's* plot.

RIGHT: On the whole, the balance of *Citadel* needs reappraising. You tend to die a lot. Like here.



Bibles worth of text have been written about and contributed to the hyperbole and hoopla surrounding the idea of the interactive movie.

In theory, it sounds great; in practice, it's a crock – delivering no more than a motley collection of full-motion video clips, costing more than the development costs of an average Amiga game. A waste of resources and a waste of time. Especially when you consider the scope of games that could be turned out by the likes of Polish development team Arrakis with less than half the money allocated to posturing PC game developers.

Take *Citadel*, their first commercial UK release. It represents what the concept of interactive movies should be all about. If ever there was a game that tries hard at being all things to all men, it's *Citadel*.

No matter which Amiga you own, *Citadel* will run on it. No matter which Amiga the gamer owns, they can now engage in a 3D, first person perspective, immersive world.

For more info on the technical aspects, check out our Accelerated Gameplay boxout.

Much like the brand name of Hoover becoming synonymous with all vacuum cleaners, *Citadel* has to suffer under the coined branding of 'Doom clone'. An unfair slander on *Citadel* and other so-called Doom clones, such as Gloom, Fears and Alien Breed 3D.

The crux of the matter doesn't come down to what the game's called, however. The enjoyability of the game lies in the use of the perspective, the pace of the gameplay, the credibility of the plot, the actions of the denizens poised against you and the execution of the control system mechanics used to

ACCELERATED GAMEPLAY

The most impressive technical element of *Citadel* is the unobtrusively efficient manner in which it utilises and exploits available hardware. It almost bends over backwards to ensure that players, no matter what model or configuration of Amiga they own, will be able to obtain an acceptable running speed.

Here's a run-down of what can be done:

DETAIL:
There are three levels of detail, high, medium and low. The highest level includes permanent effects like blood splashes, impaled corpses... that kind of thing. The textures for the floor and the ceiling can also be switched off. As is the norm these days, running speed is significantly increased.

SCREEN SIZE:
The main determinant in the running speed of *Citadel* is that of screen size. There are eight in all, ranging from sub-atomically small, to full-screen big. The smallest could be likened to looking out of a post box, while wearing slitted glasses. The largest, well, it's great – it makes you feel like you're almost there.



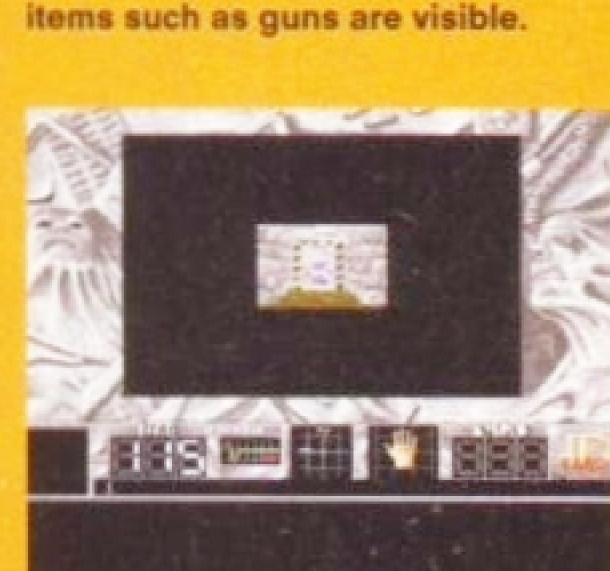
MINIMUM DETAIL: Ensures that items such as guns are visible.



MEDIUM DETAIL: With floor and ceiling texture on things look good.



MAX DETAIL: Hard to think this is the same as the screen on the left.



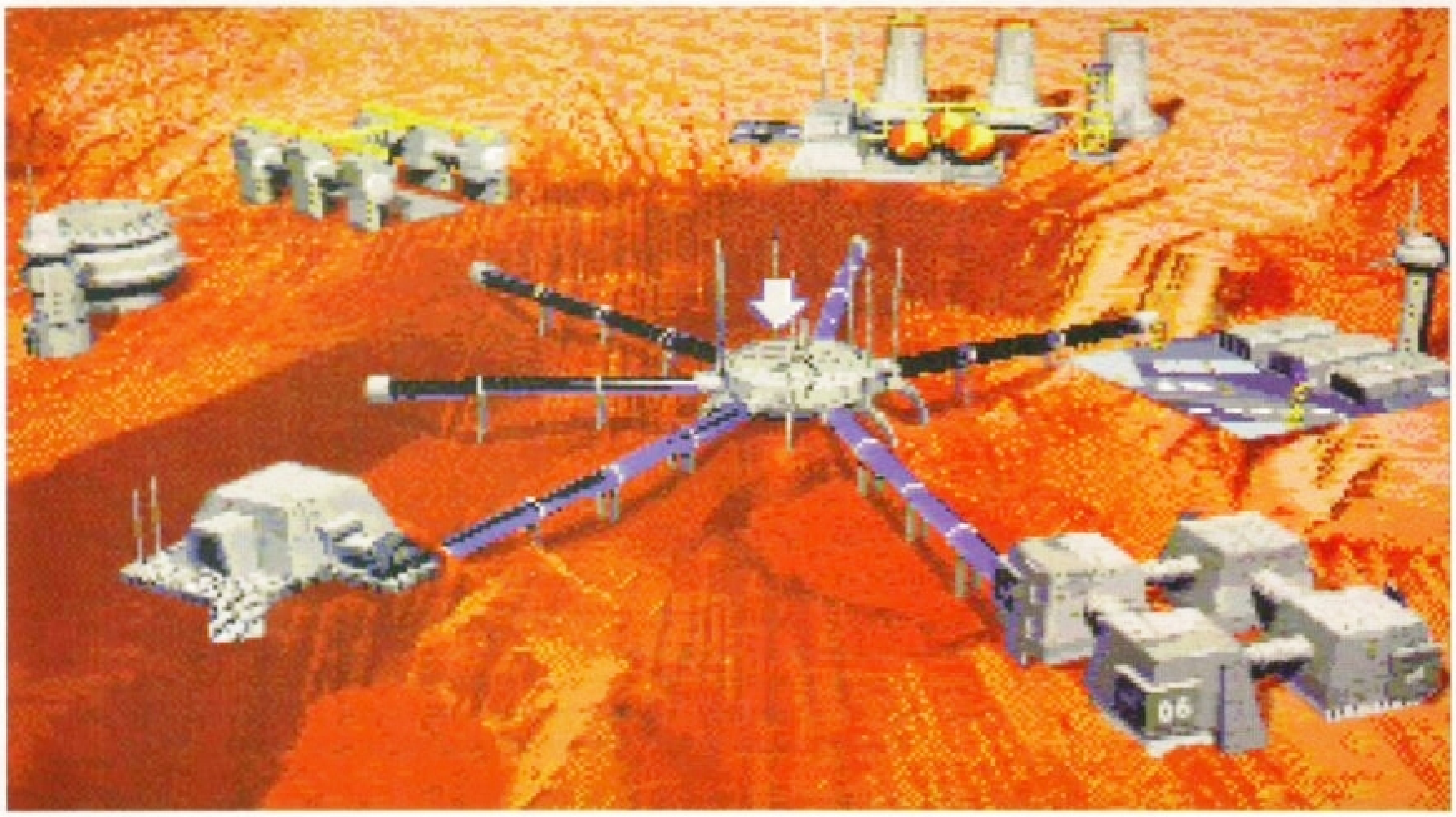
SMALLEST SCREEN: Runs like the wind, this screen. Even on an A500.



MIDDLE SCREEN: Similar to Breed 3D. Good for unexpanded A1200s.



BIGGEST SCREEN: Owners of accelerators can revel in this screen.



LEFT: Use this screen to access various parts of the complex which have still to give up their secrets.

keep everything finely balanced and working in tune.

Citadel is mostly perfect in these departments. But not quite.

The plot is strong and gives the gamer focus – find the pieces of a large bomb and blow a complex full of horrible genetic experiments into oblivion. This is your cue to play seek, destroy and collect throughout the seven main areas of the huge complex.

Of course, it's not always the player who's doing the seeking. The nasties you're up against exhibit a fairly high level of artificial intelligence and behave in a manner which means that slack or sloppy play is punished mercilessly; even competent and inspired play can be penalised. More so if the hardest difficulty level has been selected.

In fact, much like Fears, there's a bone of contention here concerning a couple of the installed play mechanisms. Bumping into walls takes damage off your man.

Admittedly, this only happens while playing on the hard difficulty level, but things are difficult enough without adding to the pain. What's more, on the hard level weapons eventually malfunction due to damage. When faced with a barrage of fire from all sides, it isn't pleasant to be left with a malfunctioning weapon.

Much more pleasant, but still managing to keep you on your toes, sweating with concentration, is the easy level. It makes the game accessible and opens up more of *Citadel's* pleasures to the gamer, but still remains fiendishly difficult – verging on *too* difficult.

The reason's simple. Independent game testing. There wasn't any. *Citadel* was tested by the in-house development team at Arrakis. Admittedly, most of the testing was carried out by coders not working directly on *Citadel*, but they're still too close to the game.

But looking the positive side, there are many, many good things about *Citadel*; the multitude and variety of creatures, the weapons and ammo, the credibility of the surroundings, the skill required to proceed satisfactorily, the satisfaction gained from completing a level, the configurability of the program to suit your hardware and, most of all, the entertainment factor.

If we go back to the introduction for a minute and think of first person perspective games like *Citadel* as movies, then Breed 3D could be considered an action thriller, like Aliens, that's tense and always on the go. Gloom is a Steven Seagal movie with non-stop action that never lets up until you're mentally exhausted.

Citadel would be a horror movie like Day of the Dead. You know everyone's going to die, except for one or two people. That's what *Citadel's* like. Most times out you know you're going to die, but there's enough chance and optimism to make it through at least once. And that's what makes you come back for more and more. Exciting and dangerous stuff indeed.



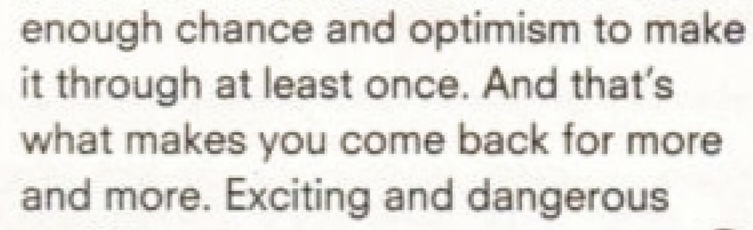
We feel like this near deadline every month on Amiga Format. Irrelevant wibble aside, this is the screen that you'll see quite a lot of when playing *Citadel*. It means that you've just died.



Not unlike the Aggro Skinheads in Gloom, these guys are every bit as aggressive.



The use of atmospheric and meaningful texture maps enhances the gameplay.



Other mags have complained about the above static. Why didn't they switch it off?

CITADEL

Publisher	**Black Legend**
Price	**£29.99**
Versions	**A500/600/1200/4000**
System requirements	**1.3 Kickstart upwards**
Release date	**Out now**

Graphics 9 out of 10
Looks great on all Amigas.

Sound 8 out of 10
Suitably scary and atmospheric.

Addiction 8 out of 10
If only I had sidestepped sooner.

Playability 8 out of 10
Verges on being almost too difficult.

Overall verdict
The sort of game that Amigas were made for.

89%

The nasties behave in a manner which means that sloppy play is punished mercilessly.

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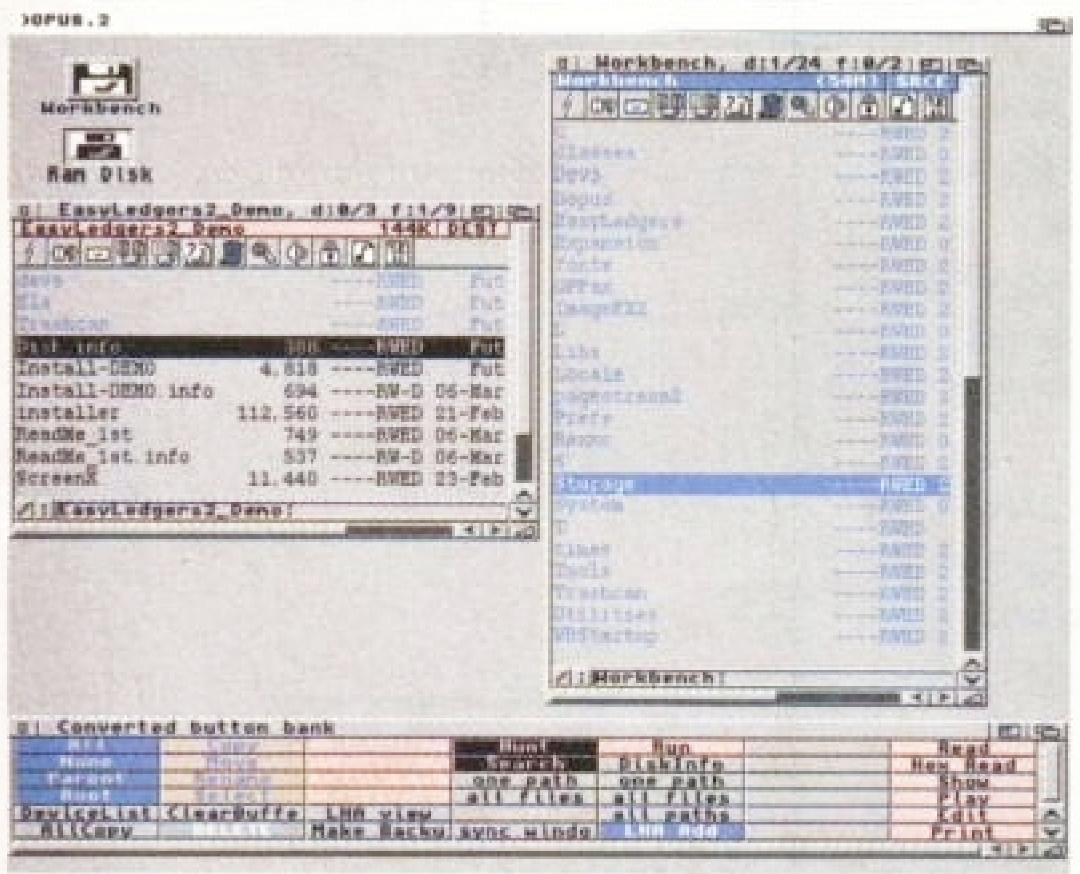
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Join Steve McGill as he gets all wriggly, squiggly and giggly, playing one of the funniest but deadly serious war-mongering games this year.



Worms

With the world of video games being sucked into a maelstrom of technical overkill and blown out the other end in a whirlwind of power programming, you'd be forgiven for thinking that *Worms*, the latest offering from Team 17, is a backward, verging on mad, retrograde step.

Your major mistake, of course, is that in the insane gaming world, the fools have taken over the asylum. Team 17 have retained a vestige of sanity throughout the coup. For *Worms* pays homage to what should be the ultimate goal of any game; entertainment, sociability, gameplay and addiction.

A triumphal, if covert, tribute to *Worms* was the behaviour of the *Amiga Format* staff during the last week before this issue went to press. What initially started out as friendly games ten minutes before 'going home' time, turned into epic battles where the very character of the participants was on the line.

Anna Grenstam, our Viking-descended Production Editor, exhibited a cold, vicious streak of aggressive efficiency, with a firm tendency to come out blasting on all fronts; favouring homing missiles and dynamite as her starters and the Uzi as her main course assassination weapon of choice.

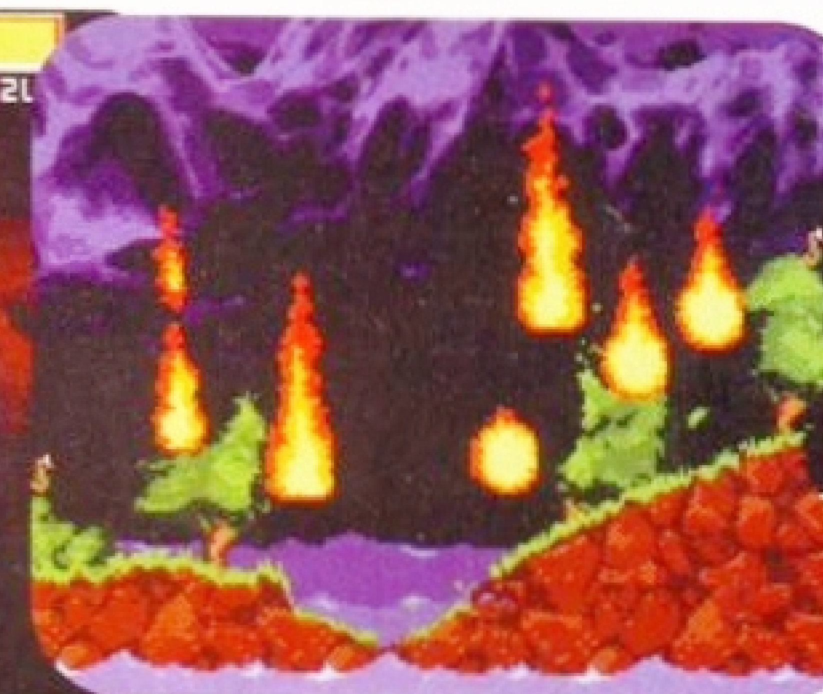
Graeme Sandiford, our Streetfighting Technical Editor, opted for a more elegant and 'honourable' strategy of cluster bombing and fire punching his way to victory. Although just what he was thinking when on several occasions he chose to sacrifice a Worm during a kill when he could have saved it, is beyond us.

Nick Veitch, Celtic Bosso Supremo, exhibited a typically well thought out and balanced blend of strategy and tactics that was the undoing of many an ill-prepared opponent. His patient and intelligent use of both weaponry and terrain made his killings all the more obscene due to their calculated methodology.

Continued overleaf ➡



Using the right weapon at the right time is more important than going all out for max 'hurtage' every time.



Not as devastating as they could be. Air Strikes are more of a devastation luxury.



Weapon drops can conceal weapons such as 'sheep' that aren't in the standard menu.

TESTING THE TERRAIN

There are eight different terrain types in all (A500/600 owners can't access all of them) which make a considerable difference to the way Worms plays.



Hell is frightening and oppressive.



Alien world means low gravity.



Explosions are best in the Arctic.



The Desert offers minimal air cover.



The Forest offers excellent cover.



Gain high ground when in the Jungle.



A Mars a day helps you kill Worms.



Top scrimmage in the Scrapyard.



McGill's proud of this landscape. It's what you get when you type in "Ayrshire".

WORMS

Publisher
Team 17/Ocean 01924 267776

Price
£29.99

Versions
A500/600/1200

System requirements
1Mb

Release date
Out now

Graphics 7 out of 10
Functional, passable and effective.

Sound 7 out of 10
Same as above, only more so.

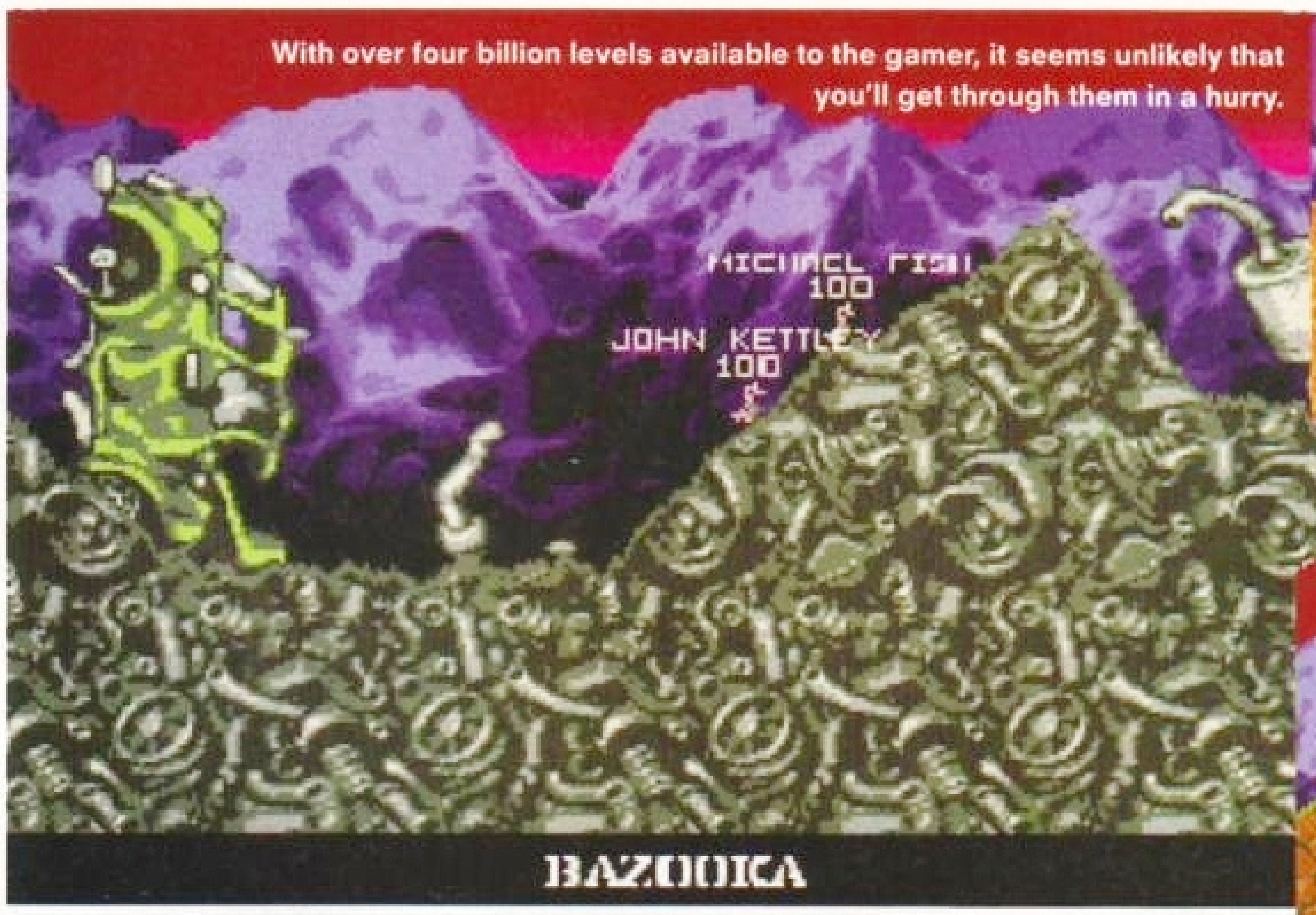
Addiction 9 out of 10
***Amiga Format* was almost brought to a halt.**

Playability 9 out of 10
Creative genius at work behind this game.

Overall verdict
Minutes to learn, an infinity to master. That is its appeal. That is its legacy.

90%

Suffice to say, *Worms* thoroughly deserves to be a real smash. Buy it today!



With over four billion levels available to the gamer, it seems unlikely that you'll get through them in a hurry.



Steady on there you little jumping Worm. You're about to hit a mine on that rock.



Mastering the art of using terrain to best effect is part of the battle toward mastering *Worms*.

Me, well, I exhibited my inimitable, inspirationally creative (and modest) style that could never be copied due to the outlandish flair and capacity for self-destruction harboured within my breast. Incidentally, I got picked on the most because I was the man to beat; and, 'miraculously', I managed to lose more games than anyone else. Well, we can't all be winners.

Now, before you slope off thinking that the above is an attack of *Amiga Format* over-indulgence never before seen this side of the open plan office, bear with me.

The key to the gameplay and psychology behind *Worms* is the variety it presents to participants – give people choice and a multitude of options and their character, peccadilloes and behaviourism is going to shine through. That's what happened to us when playing *Worms*.

Remember, the keyword here is variety. *Worms* presents players with fifteen different types of weapons with various effects, causing varying amounts of damage.



To complement the weaponry, there are six different utilities, ranging from teleports to underground digging. Exploitation of these can result in deeply strategic games.

As if this wasn't enough, the game is played over eight different types of terrain (check out "Land Ahoy"), each of which exhibit different kinds of gravity, traction and cover. Add to that, the terrain generator which can quite literally conjure up over four billion unique landscapes and using the word 'variety' starts to feel a bit feeble.

But even this wasn't enough for Team 17. If you've already played our top Coverdisk, you'll have seen that the third level is a custom *Amiga Format* level.

That's right, if desired, you can create your own levels using Deluxe Paint, or your own paint package of choice. You just have to make sure the super bitmap is the right size (960 x 350).

So, hopefully, by this time you should have realised that the scope and depth the game offers in terms of strategy, tactics and style is virtually limitless. Yet, this limitlessness can be further tailored and shaped to the preferences of all parties (or not in some cases) through the vehicle of the options screen.

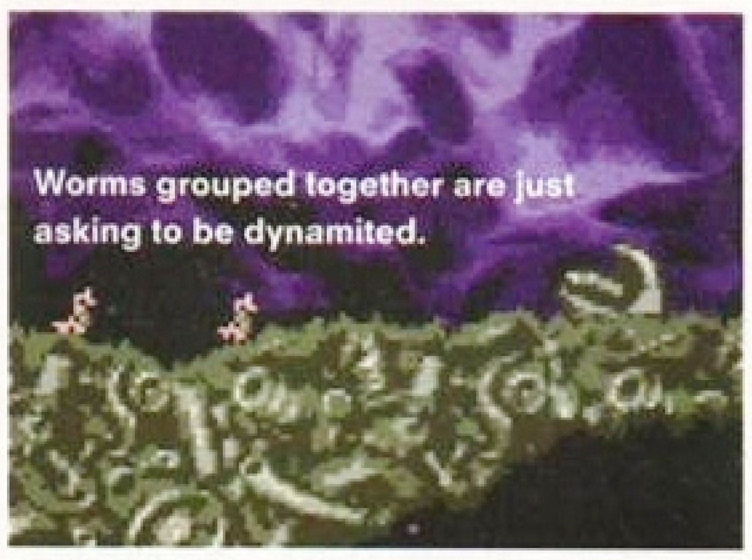
Every weapon and every utility can be switched off, have its number of accesses increased or decreased, or even be made infinitely accessible.

This also extends to the length of time a round is played in and the length of time each player has to take a shot. In effect, the game is fully customisable and lets players inject it with their own personality and character.

In fact, it's with sadness that I have to leave the review due to the restrictions of space. There's so much more that could be delved into and said about it, that I'm almost ashamed to leave.

Suffice to say, *Worms* thoroughly deserves to be a real smash. You find things out about the depths of people's deviousness, creativity, prejudices and intelligence when you play this game.

It's wonderful to take part in and even better to win. Buy it today – you certainly won't regret it.



Worms grouped together are just asking to be dynamited.



THE CHOICE OF WEAPONS IS YOURS

The real secret to dominating your enemies in *Worms* is in learning when to use a particular weapon or utility. Sometimes, the terrain you're in almost dictates what should be done.



Spectacular carnage from Air Strikes.



Bazooka: Lethal in the right hands.



Dig in with the Blow Torch.



Don't lose a turn. Bungee.



Mines are almost as good as dynamite.



Dragon Balls can be cleverly used.



Use the Drill. Anna calls you "boring".



Dynamite is evil and vicious. Hurrah.



Fire Punches are satisfying to use.



Deep strategy leads to Girder use.



Timed Grenade launches are clever.



Beware the Swedish Homing Missile.



Kamikazes are surprisingly effective.



Mines a damaging explosion thank you.



Escape using the hooked Rope.



Shotguns. Most versatile weapon.



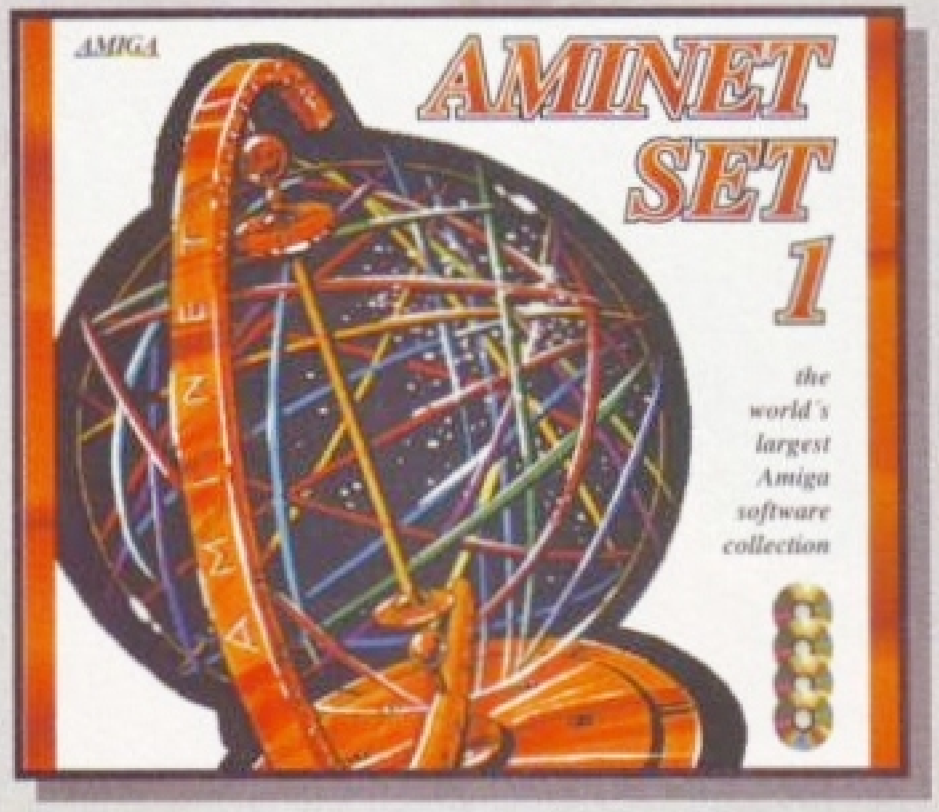
Teleport to safety or into danger.



The Uzi. Excellent for assassination.



The Mini-Gun. From a Weapon Drop.

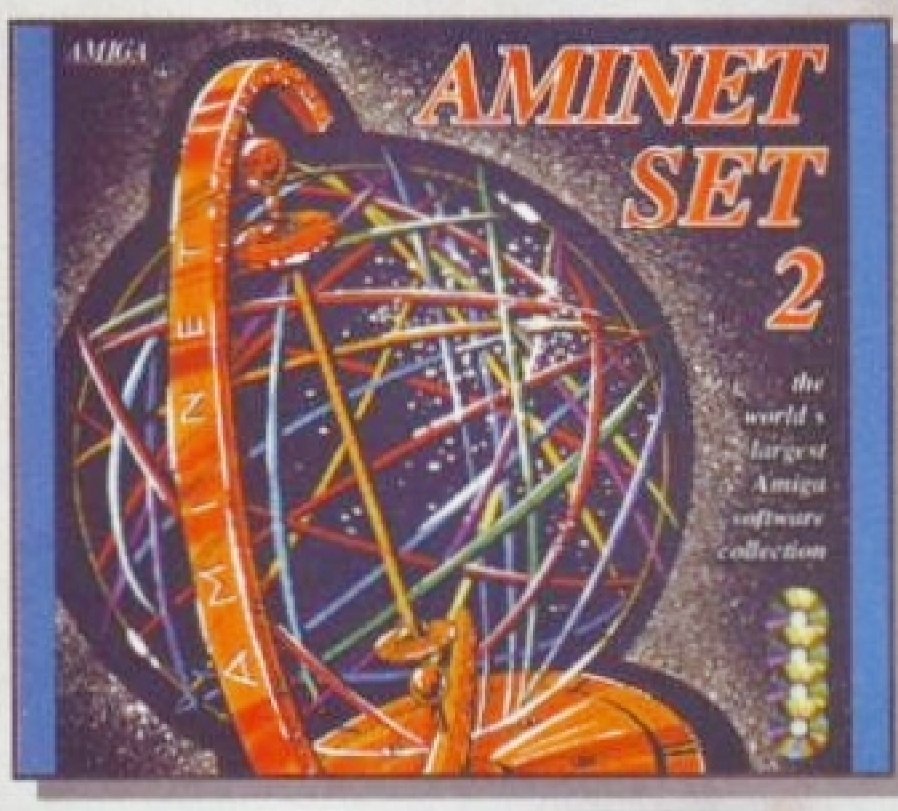


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Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use. Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives.

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AMINET SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure.

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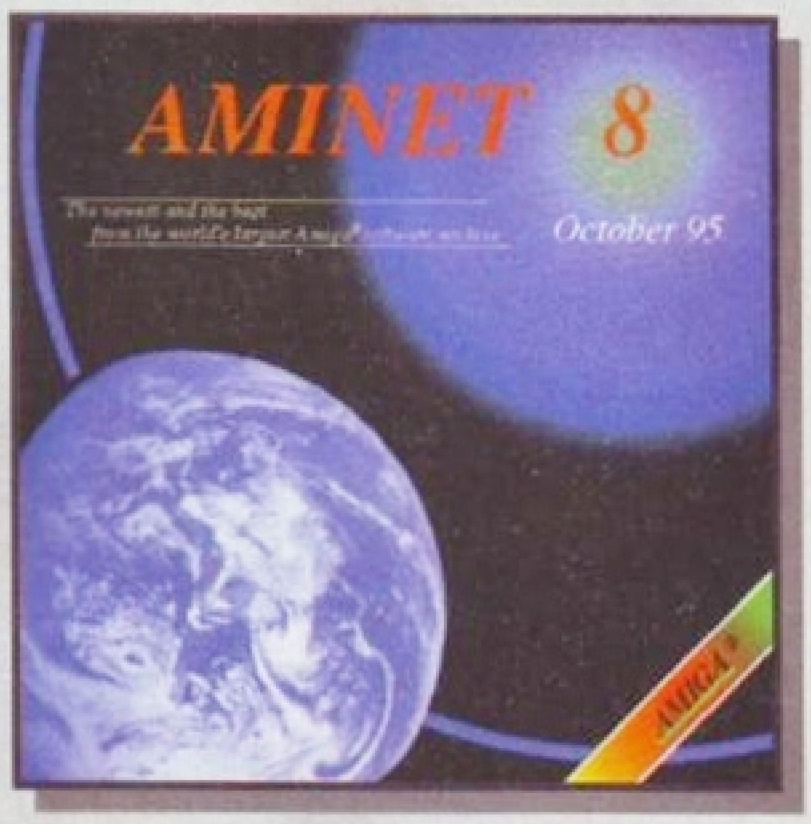


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20 MB	Utilities



Aminet 8

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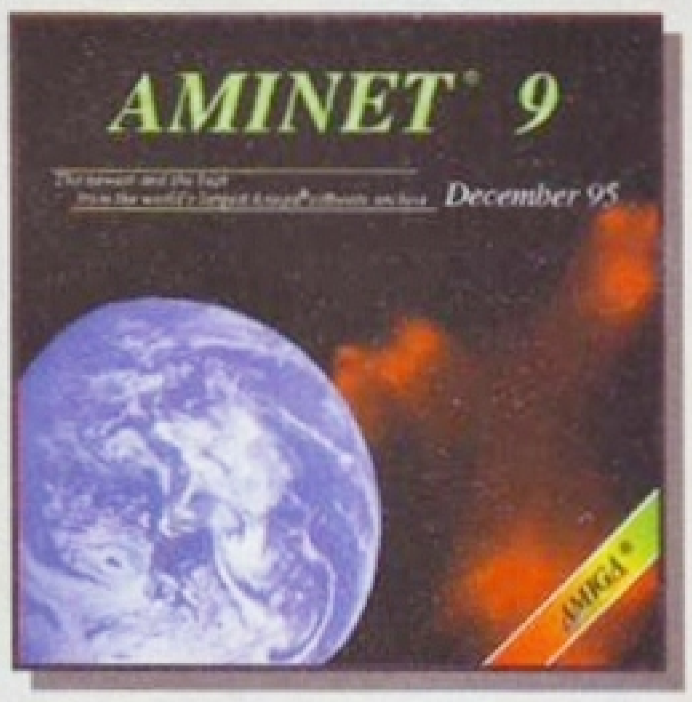
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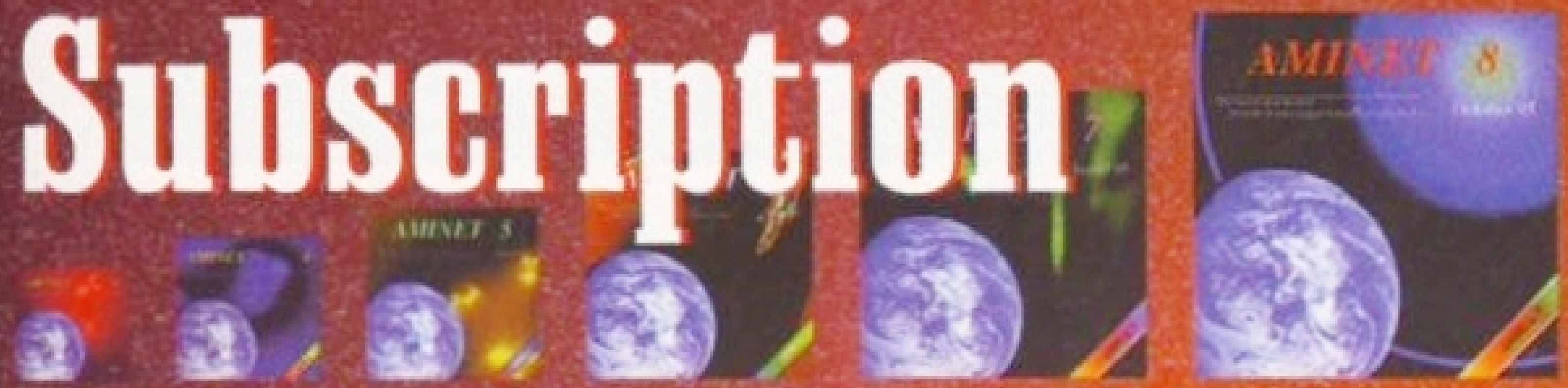
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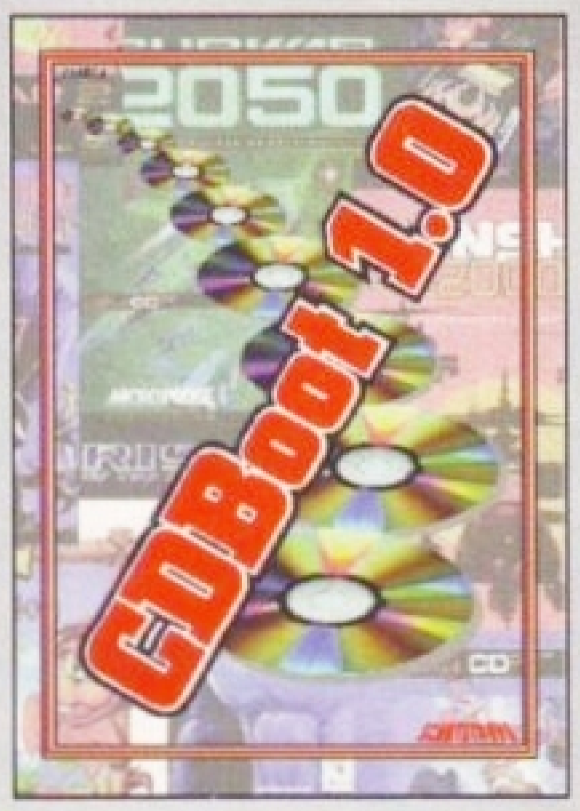


The Aminet CD-ROMs are published bimonthly which means that 6 new valuable issues are released each year. PDSoft is offering an inexpensive and reliable subscription service. Telephone: 01702 466 933. Get yours on the day of release and be sure that you won't miss a single issue.



FrozenFish

The FrozenFish CD-ROM, August 1995, contains all 1.100 "Fish Disks", one lha archive per disk, with a product info file. There are also 102 MB animations and graphics utilities aswell as 74 MB pictures included. £19.95



CDBoot 1.0

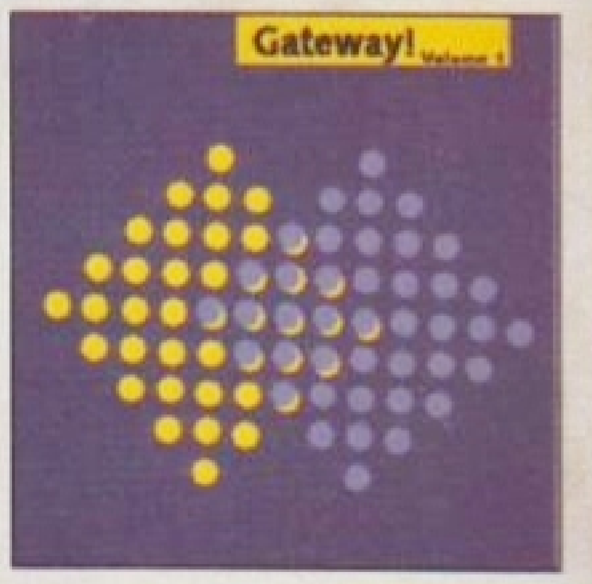
CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



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Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



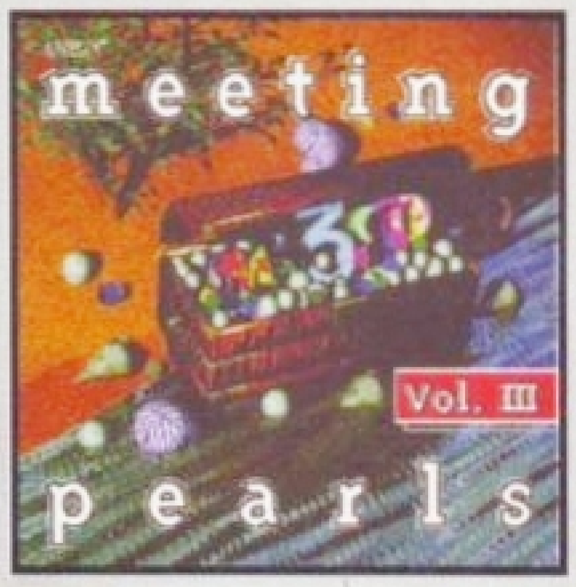
NetNews Offline Vol. 1

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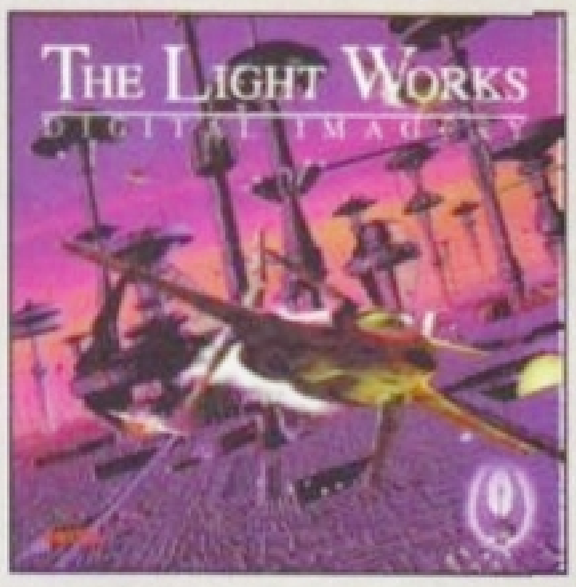
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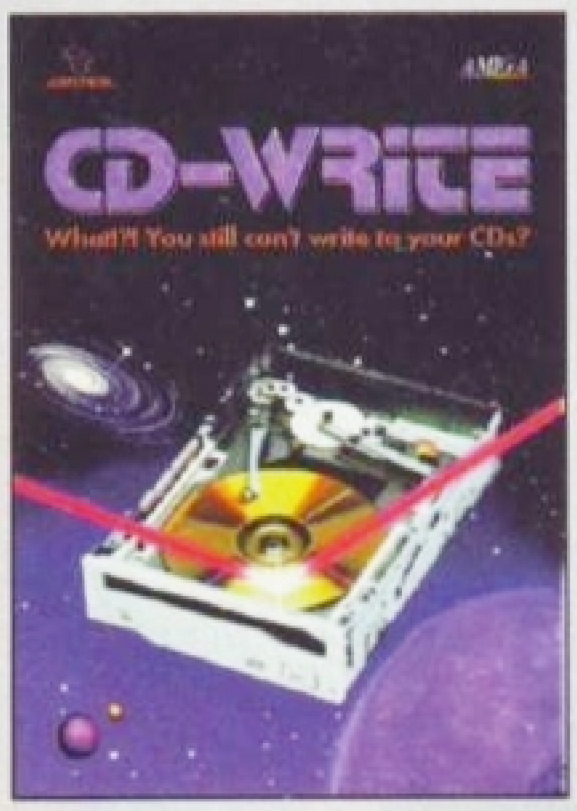
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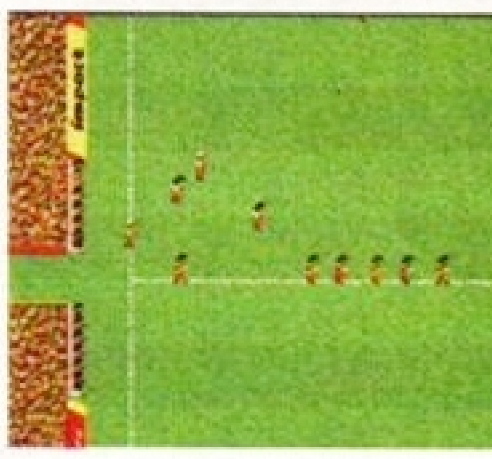
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"Probably the best football game *ever!!*" screams the back of *Team's* box. We'll let **Steve Bradley** be the judge of that.



Team



At least, *Team* has real teams, real kits and real players, even if they are way out of date.



"Guys. Guys. Guuuyyssss, come on, where are you?"



The 'fully animated crowd' is a horribly flickery thing. And for a horribly flickery thing, it doesn't make much noise.



Acrobatics from the Aston Villa keeper. Just a minute, they're playing Manchester City. And that was a shot on goal. Blimey.

Well I guess we'd better nail this misapprehension early doors, for *Team* most certainly *isn't* the best football game ever. In fact, *Team* is an extremely poor football game, vying for the moniker of 'Worst ever football game to look a bit like Sensible Soccer'.

Consider the following: There is only one league of teams, the English Premiership. And they're out-of-date by a season. Doh! Come on guys, if you're going to give us real teams and real players, at least make a vague attempt to ensure they're up-to-date. 'High-quality sound effects' and 'fully-animated crowd' are also lovingly enscribed on the packaging. The effects take the form of 'tic' (yes, I kid you not) when the ball is passed and a drum tap when the ball hits the advertising hoardings. Oh, and there is the occasional burst of horrendous 'white' crowd noise.

Another boxular comment: 'Innovative gameplay'. Wrong. Imagine the chaps at Sensible Software playing a really early version of Sensible Soccer, Jon Hare chipping in with: "We should be about there in six months". *Team* looks a bit like Sensible, but play them back to back and *Team* flounders embarrassingly.

The ball is difficult to control, it's incredibly tough to string any kind of passing manoeuvres (what with there being no pass-to-feet option and all) and the players seem to be way apart from each other which, considering your vast pitch view is somewhat ludicrous.

Why do these people bother? They must have played Sensible Soccer, Football Glory, Goal!, et al. Surely you can learn a lesson or two from the way these games have been put together in the way that the players move and interact and in the way that the sound complements the action? In *Team's* case, the answer is clearly no. Not that one would be so cynical as to suggest that some programmers are content to trot out any old example of the Amiga's best-selling genre; that some are not even vaguely concerned whether their game is pushing boundaries, knowing full well that they can flog a few, no matter the quality.

We'll give coders Impact Software the benefit of the doubt. Chances are they're enthusiasts just like you and me. A labour of love that went horribly wrong? Who knows? *Team* just feels horrible though; a mere journeyman when compared to the majestic SWOS, that game by which all football games on this platform shall be judged. But the price? 30 quid is outrageous. "You cannot be serious," as John McEnroe might have put it.

TEAM

Publisher
Impact Software

Price
£29.99

Versions
Generic

System requirements
1Mb

Release date
Out now

Graphics 6 out of 10
Sensibly small, though not as good as their master.

Sound 1 out of 10
To be frank, appaling.

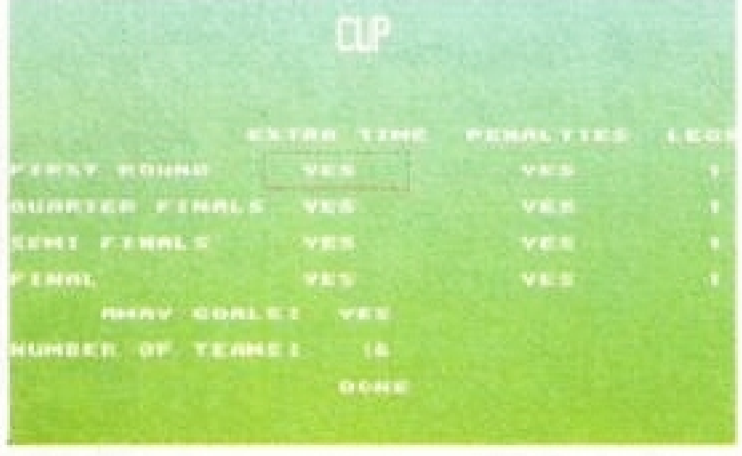
Addiction 3 out of 10
Horrendously frustrating, please avoid it.

Playability 3 out of 10
Way, way, way, way, way, way behind SWOS.

Overall verdict
Quite simply a pointless release. Way behind the competition, *Team* is rather an embarrassment in comparison.

34%

***Team* is a mere journeyman when compared to the majestic SWOS.**



Yes, *Team* has cups and leagues, and you can change the number of teams too.



Aha, you can edit the team data to suit your own purpose. Even put Steve McGill in.

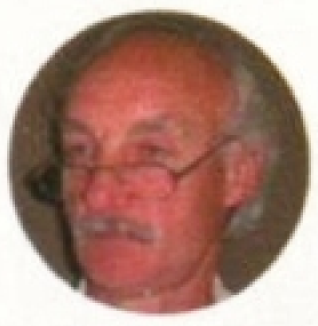


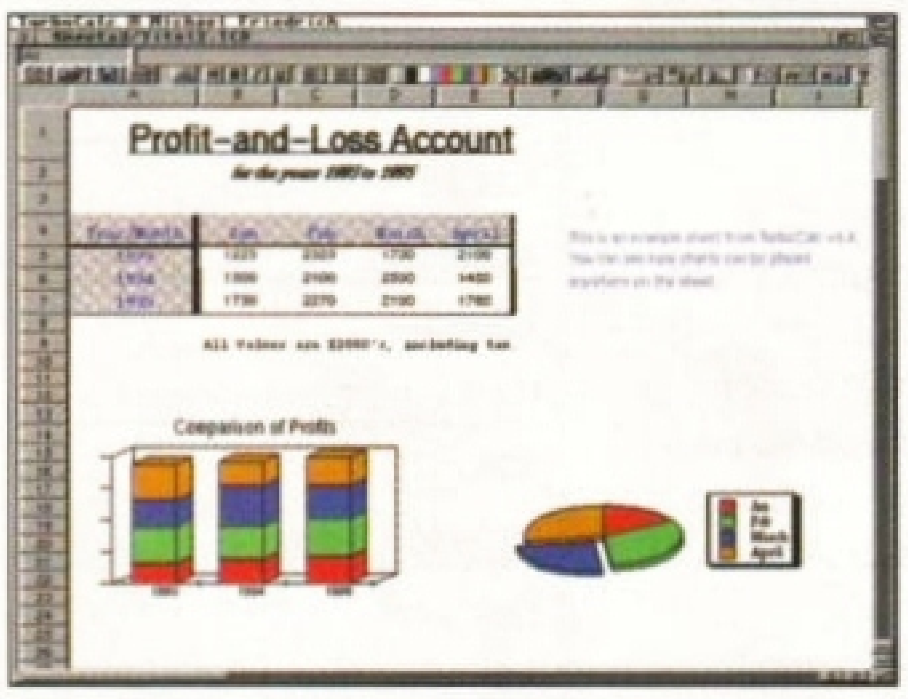
8-3 on aggregate. Oh dear, just as well it's Southampton they're playing this round then.

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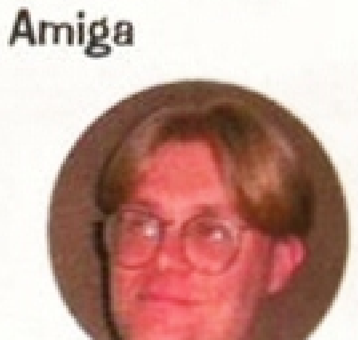
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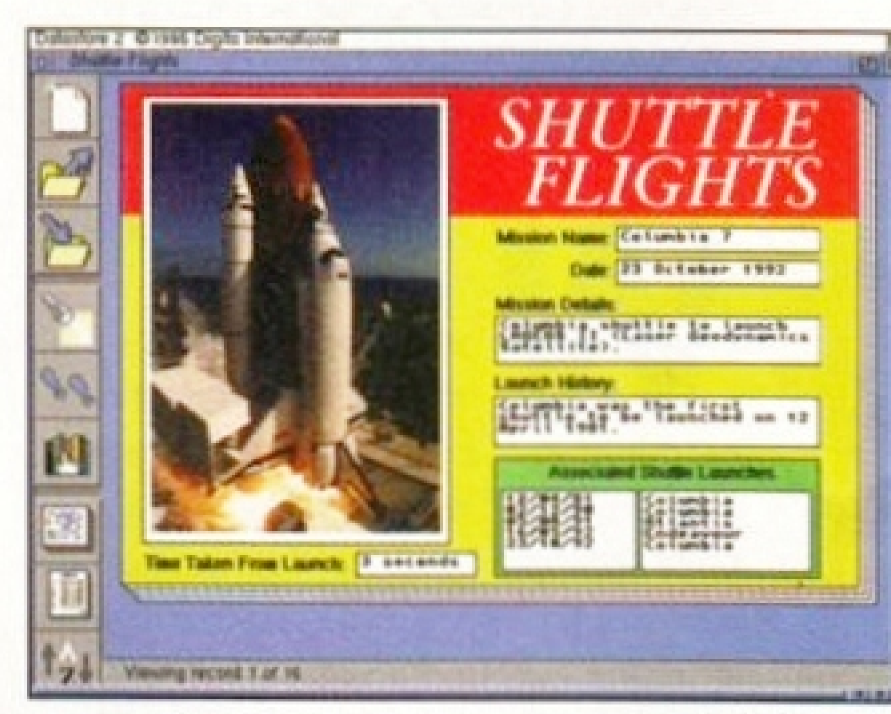


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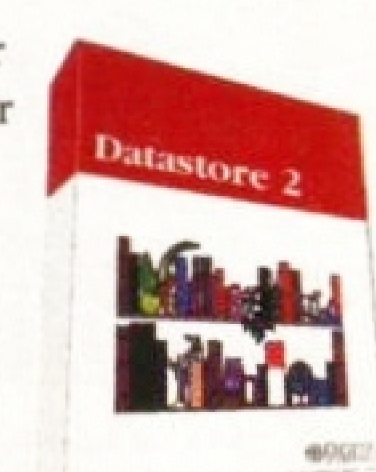
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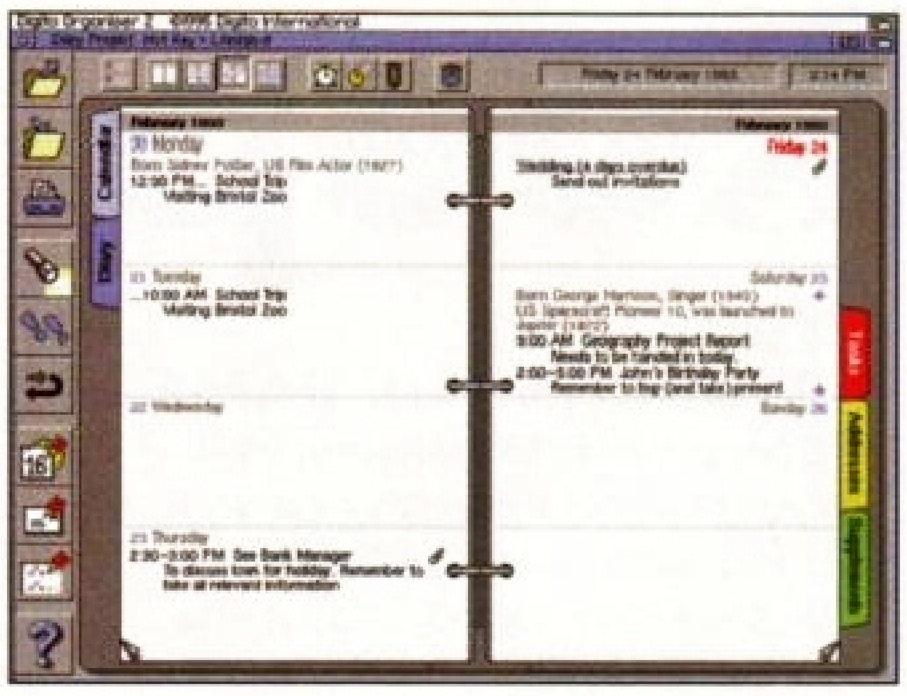


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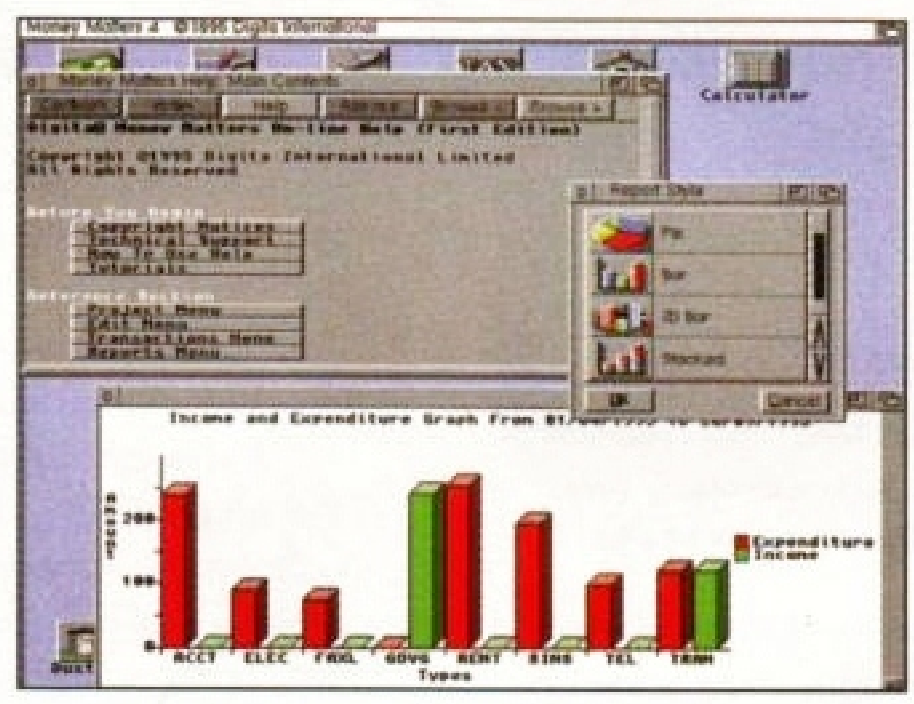
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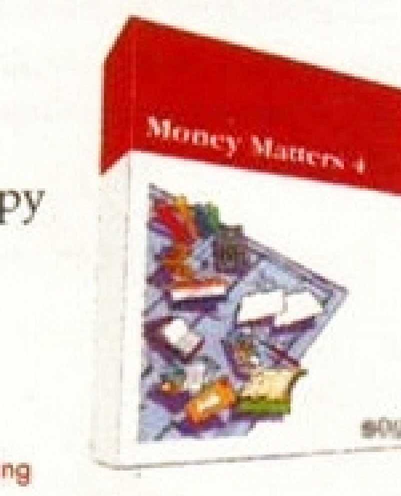
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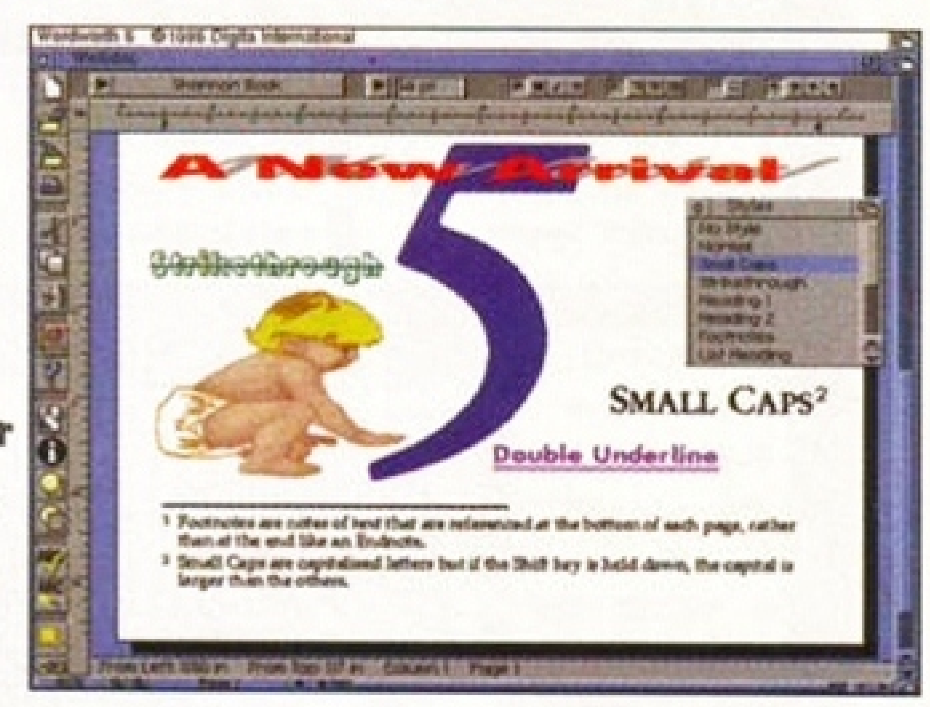
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Wordworth News–the new arrival



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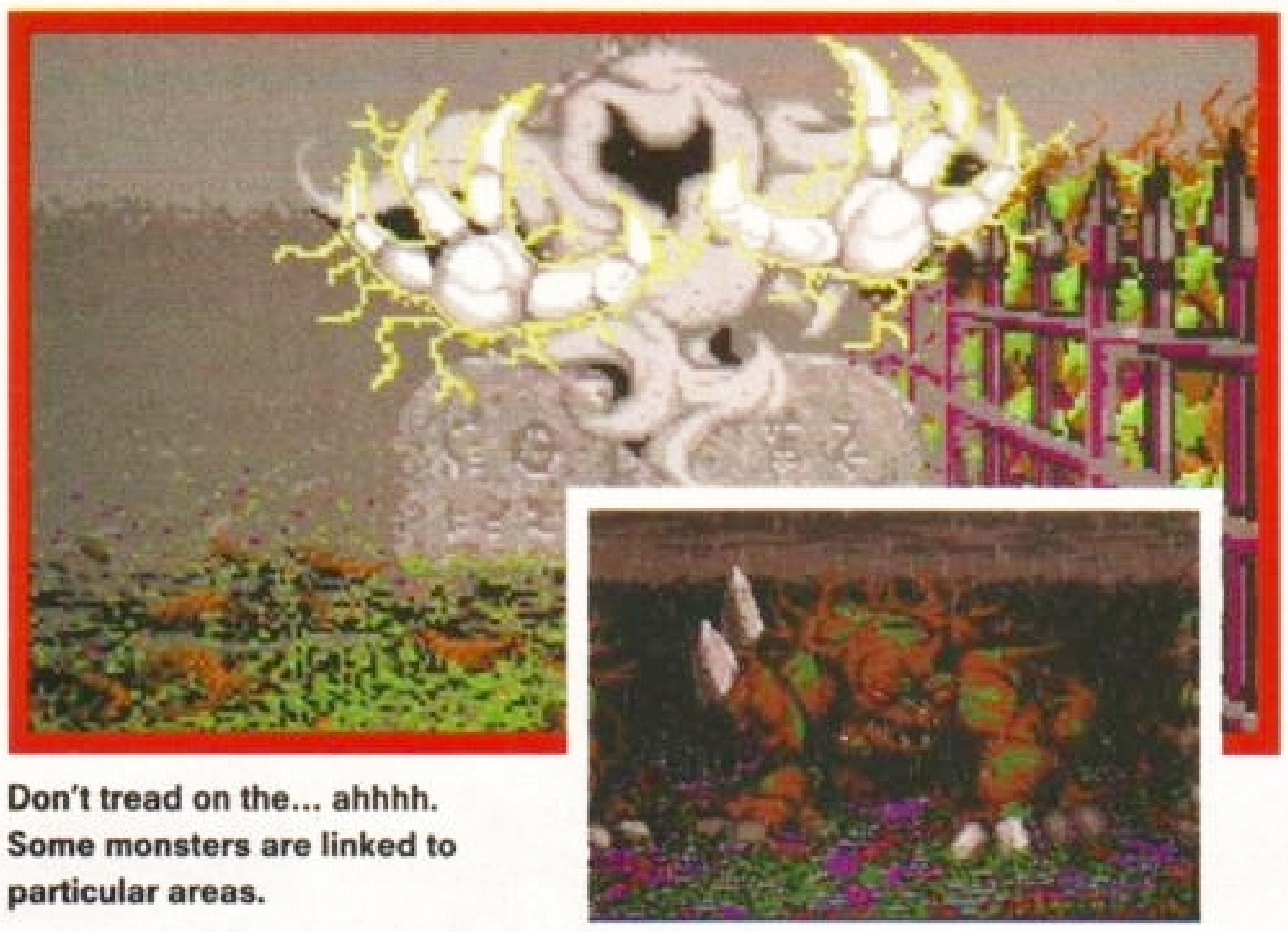
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Finally coming back to the surface, Nick Veitch gives his assessment of this heir apparent to the RPG crown.



Dungeon Master 2: Skullkeep



Don't tread on the... ahhhh. Some monsters are linked to particular areas.

This dinosaur-type monster is very tough, but with no tactical ability.

Computers are useful things. They have (with arguable consequences) relieved mankind's burden with their speed, efficiency and accuracy, and this isn't just true in banks, libraries,offices, ships, aircraft and nuclear power stations.

Computers have successfully separated the fun, thrill and excitement of Roleplaying from the tedium of looking up charts, throwing 20-sided dice and trying to explain to your mother that Gary Gygax is not a disciple of Beelzebub (probably).

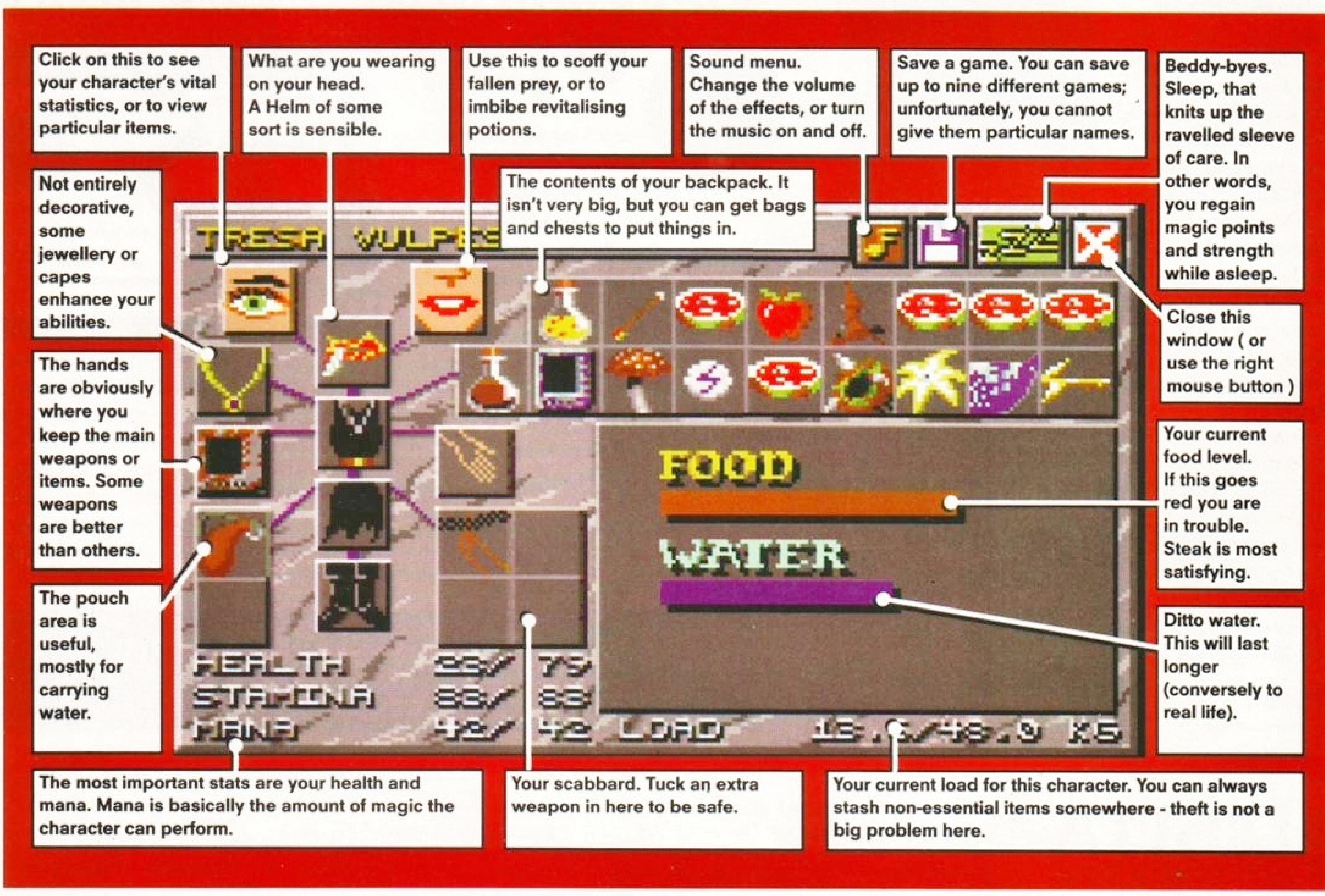
Although there were others, it was the original *Dungeon Master* which built on this and created a true, real-time atmosphere for the game. This is no turn-based, 'sit back and think of what to do' game - fast sword-work is just as important, if not more so, than strategic planning.

THE GAME REMAINS THE SAME

Dungeon Master 2 does not try to change any of these base elements. It is still, recognisably, of the same genus. In fact, visually there is little difference at all.

The screen area is still surrounded with little gadgets and display panels, the whole can is still totally mouse driven (you can use the keyboard if you want) and you still get a little hand icon to move around the screen and interact with objects.

In fact, even the beginning is almost identical. You pick your three travelling companions by wandering around a labyrinth scattered with suspended animation tubes. To add



ON THE CONVEYOR BELT TONIGHT...

These are some of the items you will stumble across on your travels:



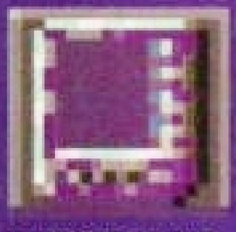
POTIONS

These have many different effects and you can even make your own (if you have a spare flask).



FOOD

A man's got to eat. You shouldn't run out of food, as you can eat many of the monsters you kill.



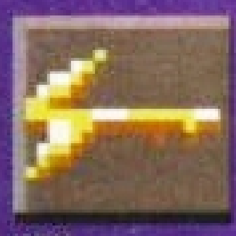
MAGIC MAP

Shows a limited area around the party. Some have the option to display monsters and marker points too.



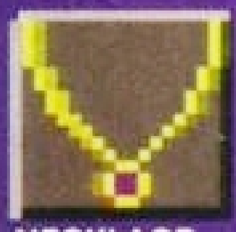
SILVER COIN

You will need lots of these. And some gold ones, some copper ones and a few gems too.



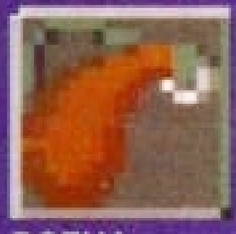
KEY

You need these to get into various parts of Skullkeep and the surrounding area.



NECKLACE

Some of these have special attributes. Put it on and see which characteristics are affected.



BOTHA

Not made from the skin of former South African leaders, but indispensable for carrying water.



SHIELD

Useful for hiding behind. Some have special abilities, such as this one which can teleport the party.



BOMB

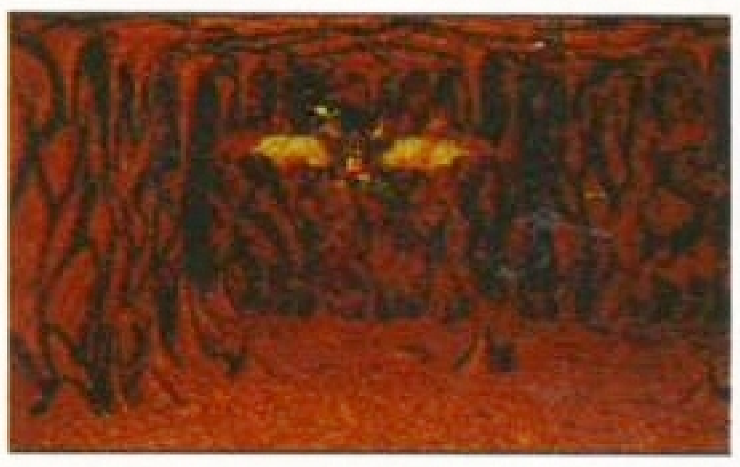
Throw at baddies. It explodes and upsets them. Several types exist – this one is your standard fireball.



HELM

Helm. You wear it on your head. It keeps your hair dry.





TOP: Going shopping is easily the most tedious and time-consuming part of the whole game, but very necessary. BELOW: Some poisonous bats in a cavern. Unlike the original, *DM2* doesn't progress in a 'deeper equals further on' kind of way. There are many underground and overhead locations throughout.

someone to your party, you merely have to defrost them.

The real thing that set *DM* apart from the others (before it spawned a series of imitators) were the clever tricks and traps. Noticing a slightly discoloured stone on a wall (don't play this game in black and white) you press it in, activating a secret panel, behind which you find a key – that sort of thing. Things have more scope to be fiendish in *DM2*. You can now push, pull or slide many objects around (lamps, tables and even big boulders if you are strong enough).

There are also a lot more open spaces (especially in the beginning) and there is more scope for the monsters to apply some sort of tactics. Instead of being stuck in a narrow corridor, where you just had to slug it out toe to toe, you can now run away. So can the monsters, or if they are particularly nasty, they'll gang up on you.

MONSTER? WHERE MONSTER?

The monsters have far more character in *DM2*. I don't mean that they are easier to engage in polite conversation, or that you would like to take them home for tea or anything, but instead of just being monsters with different attacks and stamina points, they have their little foibles too. Wolves like to attack in packs and are easily distracted by bones (or a dead member of your party). The dinosaur things are slow movers, and you can easily run around them and attack from behind all the time - they lose interest if you get far enough away too. Trees (the animated kind) are vicious, but they don't like fireballs and will run away if they are getting a hammering.

As you progress through the game, your characters will gain experience. Not in the tedious way you get experience in the usual RPGs, where everyone gets so many points every time a monster is killed.

In *DM2*, experience is gained through practice. The more times you swish your sword, the better at it you become. The more you try to cast spells, the better at waving your arms around you become. If you like, you could just spend hours attacking the bushes (and there are plenty of suitable ones in the first part of the game) and become a Craftsman Fighter. But it would be very tedious.

DULL, DULL, DULL

Which brings us nicely on to gripe time. On the whole, tediousness is reduced in this version. You are not, on the whole, forced to travel back through half the game levels just to get some food, and the teleporter is very handy indeed. There is still some level of tedium, though, mainly to do with the shops.

Yes, it is very realistic; yes it does give you the scope to barter (vaguely). But it's most certainly dull. I challenge anyone to find it thrilling to spend 18 minutes (count 'em) buying basic equipment for their team, only to step outside and be killed. Save as you go.

But the atmospherics have been improved, as has the presentation. The graphics are slick, the animations pleasant, the sound and music atmospheric. It's like all that stuff Scottie was going on about in his Enhanced Games feature a while back. The experience is almost cinematic and certainly absorbing.

There are some improvements that maybe should have been made, but it is heartening to see a tried and tested formula being improved on and brought up-to-date. There is certainly lots to get stuck into too.



That pile of bones on the ground used to be Tresa. She can be resurrected, though.

DUNGEON MASTER 2

Publisher
Interplay 01235 821666

Price
£40

Versions
A1200 (but actually worked on an A3000)

System requirements
2Mb RAM, Hard drive

Release date
Out now

Graphics 9 out of 10
Nice animations, great lighting, very atmospheric.

Sound 8 out of 10
Again, the atmosphere is just right, though some spot effects are a bit cheesy.

Addiction 8 out of 10
As compelling as ever. If I can just get past these skeletons with big machetes.

Playability 8 out of 10
If it ain't broke... much is the same as the original, but the changes are improvements on the whole.

Overall verdict
Addictive, compulsive, atmospheric and only occasionally tedious. Pricey though.

81%

■ Slick, cinematic, absorbing, huge, lots to get stuck into and a bit expensive.



Join Steve McGill as he treads carefully through treacherous corridors, fights off vicious monsters and eventually makes it to his desk.



Alien Breed 3D CD32



Never lose respect for these creatures. They may seem like cannon fodder, but they'll kill you quicker than I could say...

One of the big game smashes on the Apple Mac platform this year was Doom-clone extraordinaire, Marathon.

Set on a spaceship overrun by Aliens, the player's task was to liberate the ship by fair means and foul. Several sub-tasks had to be engaged in, including map and computer terminal accessing.

The different stages of the game took place on multiple levels and involved running up and down stairs a lot, while wasting anything that got in your way.

Due to the action taking place on different physical levels, the option to look up and down was offered to the player. This was an incalculable aid and offered a sense of realism and enjoyment which helped to elevate Marathon to the status of classic.

If you see this guy at such close quarters, you're in trouble. Run away, dodge, blast and weave.



Now, before you start getting all angry about me mentioning a top game from another platform, consider this: *Alien Breed 3D* can quite legitimately be considered to be Marathon with its wings clipped; not clipped enough to stop it from flying, but just clipped enough to limit the height of its flight.

When you consider that the Mac needed to run Marathon at a nice screen resolution and running speed would cost you well in excess of £1,500, it brings into sharp focus just how excellent *Alien Breed 3D* truly is on the CD32; a machine that started out life at a smidgeon under £300 and is now available for just under £200.

That's why, I can't recommend *Alien Breed 3D* on the CD32 enough. I regularly take the office A1200 home to play *Breed 3D*. Its balance, its scope, its pace, and its ability to reward good play are nothing short of breathtaking.

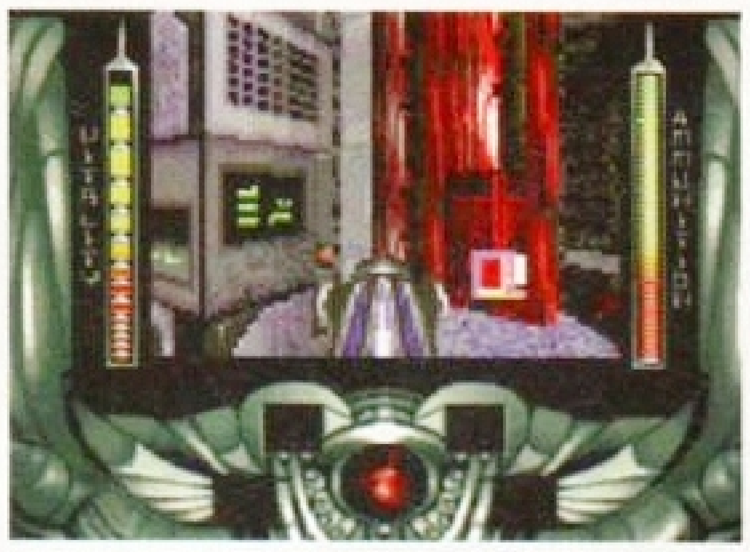
It looks great, it sounds great, it plays great, it's great full stop. The one main difference, and advantage, it has over the A1200 version is that you also have an ambient sound track that can be played throughout the whole game.

As such, anyone with a CD32 should treat themselves and their machine to a truly classic game which showcases the real power of the much maligned Amiga-based technology. Team 17 have already gone on record that they have reconsidered their plan to abandon the Amiga and CD32 market.

So, go on, treat yourself. Show Team 17 that despite their knockers they're still one of the major players in the Amiga market. Show them that it's worth their while staying. If you do, you can confidently look forward to more excellent games like *Alien Breed 3D*. You know it's worth it.







The variety of the many locations, rooms and corridors throughout *Breed 3D* help the gamer immerse themselves in the world.

ALIEN BREED 3D CD32

Publisher
Team 17 – 01924 426 7776

Price
£29.99

Versions
CD32

Release date
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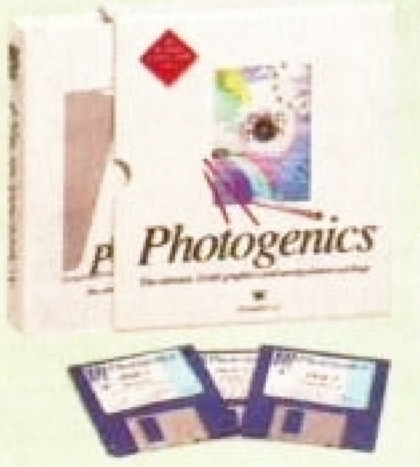
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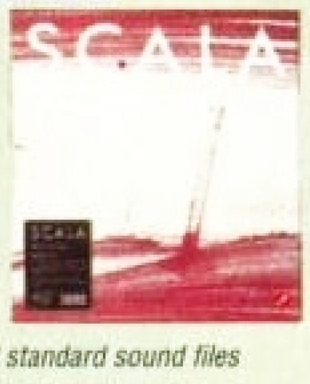


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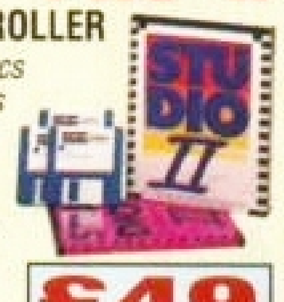
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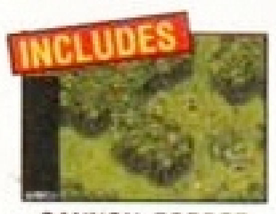
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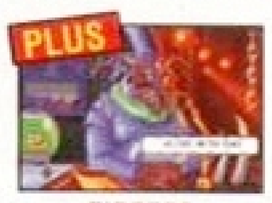
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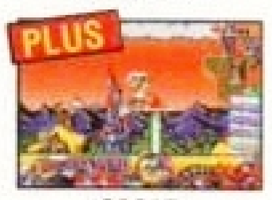
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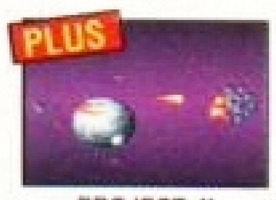
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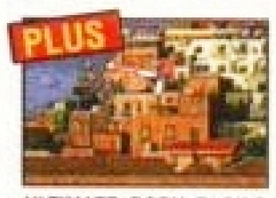
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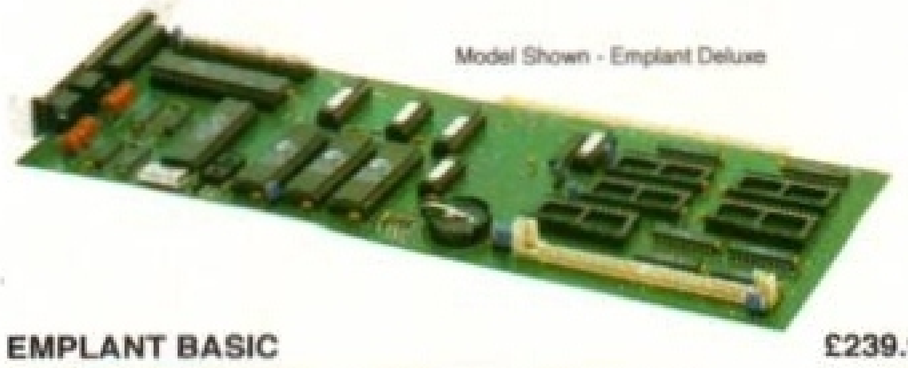


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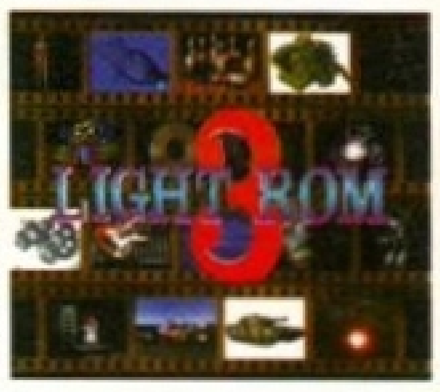
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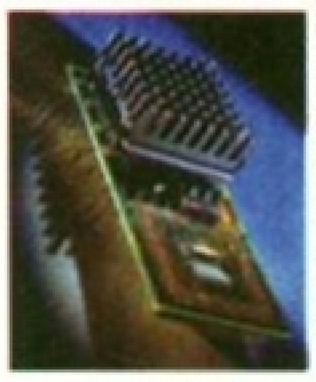
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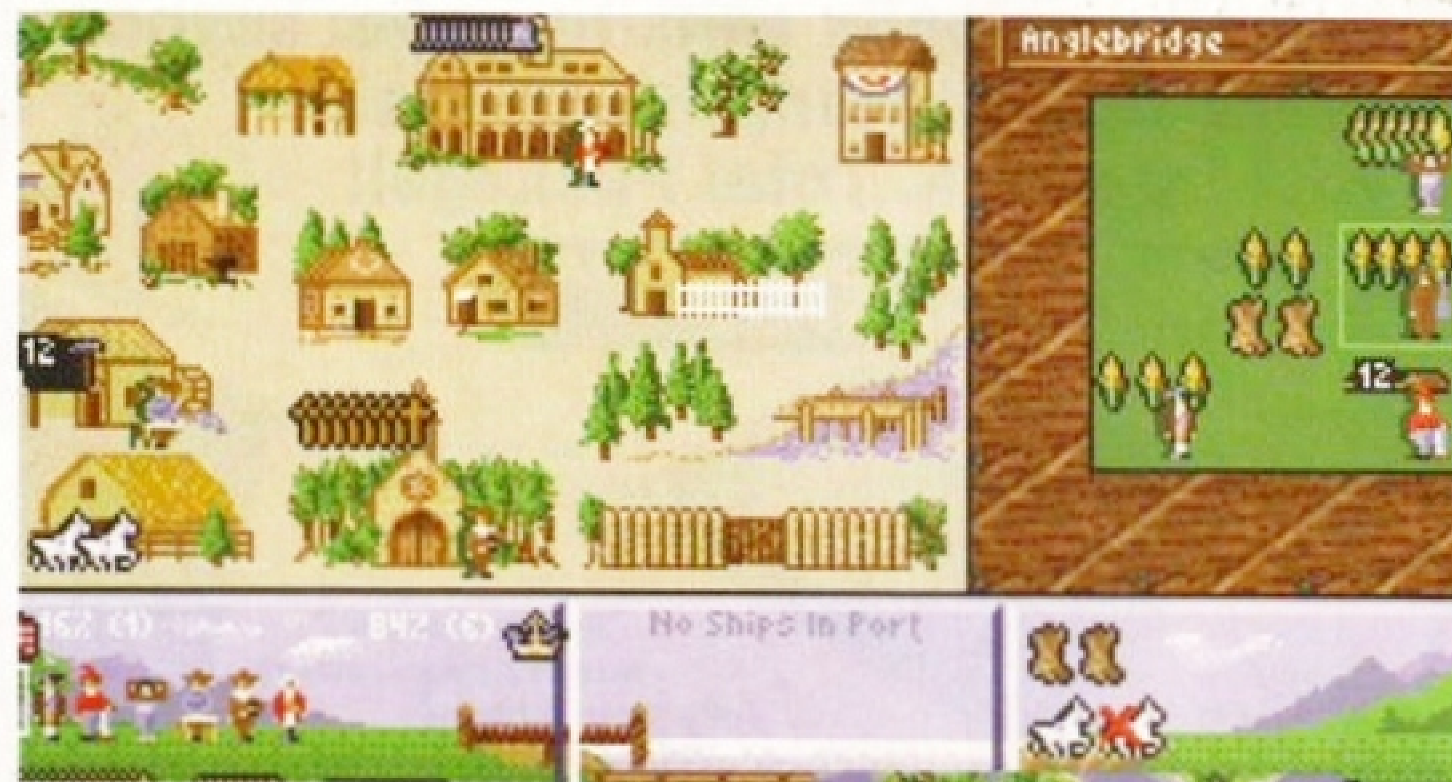
Spending his days in gaming stupor, Steve McGill knows his games and how to crack them with skill, judgment and patience... and by blatantly cheating of course.

SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters



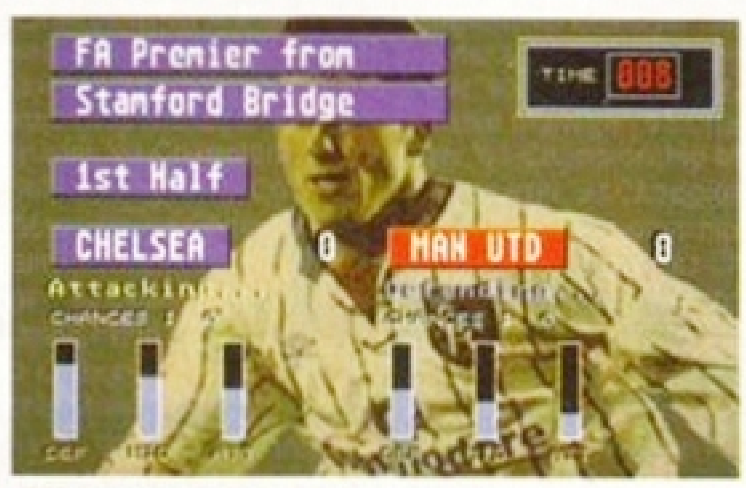
SETTLERS: "Remember," said the friendly blacksmith, "don't attack the bad guys if they're occupying buildings they've just built for you."



COLONIZATION: The tip we've given here is probably best used when installed on HD.



COLONIZATION: Follow the trail and you'll come across riches.



CHAMPIONSHIP MANAGER: More chance of British clubs being successful in Europe here than there is in real life.

SETTLERS

Having trouble with *Settlers*? Here's a tip for anyone who wants their enemies to make buildings for them in the *Settlers*. Simply find a place on the map where your land and the enemy's land meet and where the enemy's road (make sure the flags are far apart) passes very close to the border.

On your side of the border you place a flag as close as possible to the border and the road, then special click (both mouse-buttons together) on the flag to bring up the "Transport" menu.

If you have put the flag in the right place, then there should be a little symbol underneath your flag, (it looks like an intersection). Click on this symbol and the enemy's road will join on to your flag.

Then it's just a case of joining your flag to your building foundations and waiting. Your enemy will make your buildings for you and, if you want, even occupy them for you. If not, then remove the roads from the flag and carry on with your game.

Please note – your enemy will occupy every building built, including guard houses, garrisons and watch towers. This can be bad, especially if you decide to attack the bad guys who have just built things for you. Their knights will attack any of your own knights and they will also go back to their own castle.

Don't worry when you look to see how many buildings you have and the display says, for example 1+1 or 1>1000 through the rest of the game because the computer has confused yours and the enemy's buildings.

Christopher Hindley, Clwyd

COLONIZATION

John Southwell from Faversham in Kent has found a useful cheat for gaining untold riches in *Colonization*.

It only works if most of America/New World is unexplored:

Send out seasoned scouts to Lost City rumours and save the game one block away. Then move into the requisite square.

If you don't like the outcome, then load up and try again. Considering that they are random, you can find hundreds of 'Fountains of Youth' or Lost City treasures worth about an average 5,000 gold.

Time-consuming on floppy, but John reckons it's worth it.

John Southwell, Faversham, Kent

CHAMPIONSHIP MANAGER

Graham Stavers brings us these cheats for *Championship Manager*.

If a player wants to go abroad, list him and fine him. After about a week, he'll want to renew his contract. If a player wants a short contract, keep clicking OK on a five year deal. He will either agree, or want a longer contract.

Also, sell all your players over 25 and replace them with younger ones – around about 20. The youngsters values rocket and all play for their national teams. Don't forget to buy Ashley Ward – he comes in handy around season 3 and 4. Don't ask your scout to watch a player whose team has been relegated from Division 3. The scout will retire.

Graham Stavers, New Herrington, Tyne and Wear

■ Sell all your players over 25 and replace them with younger ones... Their values rocket.

TINY TROOPS

Quick tip on *Tiny Troops* demo from *Amiga Format 77*.

Click on the Jolly Roger (all out attack) straight away. Click on a troop when he's about to die, then keep clicking on the Jolly Roger and he will not die. Instead he will become invincible.

Daniel Elkington, NSW Australia



TINY TROOPS: If you fancy being invincible, then follow our tip.


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Steve McGill just shot down some illegal aliens and then shouted "Goal". Had he finally snapped? Or was it just re-release fervour?

Re-releases

Football Glory

Hit Squad ■ £9.99 ■ *AF67*;80% ■ New Score 82%

That Football's played differently and treated differently throughout the numerous countries of the world is an understatement.

It's the same with football games on the Amiga too. If Sensible World of Soccer was likened to a smooth, passing Italian-style game, then *Football Glory*, by contrast, would have to be compared to a kick and rush Endsleigh League game.

Not that that's a bad thing, mind you. It's just that in terms of aesthetics, enjoyability and playability, one is streets ahead of the other. No prizes for guessing which.

Nevertheless, *Football Glory* offers a viable substitute for Sensi. There are five special moves which can be activated and they add to the gritty, grungy, unpredictable feel of the game.

The special moves are: bicycle kicks, back heels, tackle avoidance, volleys and speed bursts. Each, if activated at the right time, can give the skillful player the edge over his opponent and provide a meaningful alternative to the almost sterile beauty of Sensi.

So, despite the limitations in terms of smooth gameplay, there's absolutely no reason available that can possibly stand in the way of a thorough recommendation for *Football Glory*. The reduced price of just under ten pounds makes it a compulsive purchase.



FOOTBALL GLORY: Versus SWOS is like Rangers v Juventus. Absolutely no chance.



FOOTBALL GLORY: Orange shorts with green and red stripes. Yeuuch.

UFO: Enemy Unknown

Powerplay Plus ■ £16.99 ■ *AF65*;FG90%

An updated and modernised version of 8-bit classic, Laser Squad. That's what *UFO: Enemy Unknown* unashamedly was and is.

Capturing many of the classic elements of the 8-bit classic, *UFO* improved on it by introducing a different perspective, prettifying the graphics and making the basic scenario more in-depth in scope.

Aside from the tactical elements involved when dealing with the enemy, *UFO* also demands a long-term strategic outlook in order to build up bases throughout the earth, research suitable weapons to take on increasingly dangerous aliens and finally to build a craft to take you to the aliens' home world.

As with all things, to be successful takes a little bit of luck, a lot of hard work and intelligent use of the resources to hand. Not worth blowing by rash behaviour, the game rewards intelligent play.

In later missions, the moves of the aliens can take an age on an A500. There's always going to be a trade-off of this kind with a game as intelligent and complex as *UFO: Enemy Unknown*. So if the idea of waiting around a bit puts you off, buy an accelerator. You know it makes sense.



UFO: ENEMY UNKNOWN: Building and maintaining a well-equipped base is paramount to success.



UFO: ENEMY UNKNOWN: Chess meets the immediacy and variety of the Amiga. Top fun. Even for UFO spotters.



Sometimes the tension when searching out aliens is tight.



Whether you're an Amiga virgin or an old hack, it can be difficult deciding what to play. Here's Steve McGill to help you out.

Dear Santa...

Ah, Christmas time. The season of useless adverts for sherry, perfume and cheap, plastic toys. It also happens to be the season that we bring you our definitive 'must-buy' listing of games, roughly grouped by genre and type.

For new owners, please bear in mind that there's much more on offer for the Amiga out there; this feature is more of a summary of what we consider to be the ultimate games released in the past year.

Everyone else, and that means *you*, don't write in and tell us what we missed out. We thought about it. Okay!

FIRST-PERSON PERSPECTIVE SHOOT-'EM-UPS (DOOM-CLONES)



Alien Breed 3D

AF78; FG93% ■ Team 17 ■ 01924 267 776

The pick of the bunch in terms of atmosphere, credibility and immersion. *Breed 3D* can compete with games like Marathon and Doom on higher end Mac and PC platforms.



Gloom is scarily fast and aggressive. Much like the Haka of the Maori fame.

Gloom

AF75; FG91% ■ Guildhall ■ 01302 890000

An out-and-out shoot-'em-up, featuring furious pace and unforgiving enemies – worthy of the tired, old cliché "adrenaline-pumping fun".

Citadel

AF79; 89% ■ Black Legend ■ 01438 840003

Works hard for its money and presents the player with a nice little plot. Errs on the side of being too difficult. Will appeal to game wizards and those needing a challenge.

BEAT-'EM-UPS



Mortal Kombat 2

AF66; FG92% ■ Acclaim ■ 0171 344 5000

Motion captured sprites. Blood, gore, and extreme violence. All add up to one of the most exciting beat-'em-ups ever seen on the Amiga.



Shadow Fighter

AF66; 89% ■ Gremlin Graphics. ■ 0114 753 423

Features one of the most intuitive control systems ever. Matched to that the bright and breezy cartoon characters and *Shadow Fighter* runs a close second to Mortal Kombat.

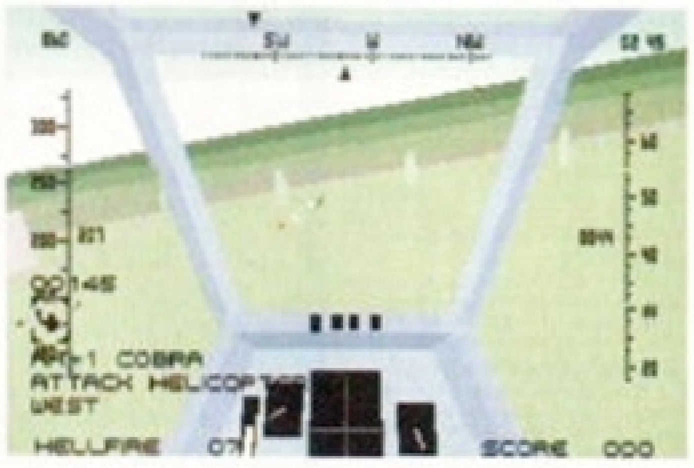


Super Streetfighter 2

AF75; 88% ■ US Gold ■ 0121 606 1800

Fluid moving sprites with all of the characters that made this an arcade smash. Exploits the CD32 controller to enhance the special moves. Main criticism was the size of the sprites.

WARGAME



Coala

AF78; 85% ■ Empire Interactive ■ 0181 343 7337

Helicopter Flight Sim that dispenses with the pedantic realities of flight sims and lets the player get on with the business of blowing things up.



Zeewolf

AF66; FG90% ■ Binary Asylum ■ 01225 428494

Natural successor to Virus, David Braben's classic 3D shoot-'em-up. *Zeewolf* features a helicopter scouring an eerily hypnotic landscape, spitting out death and destruction to all of its enemies.



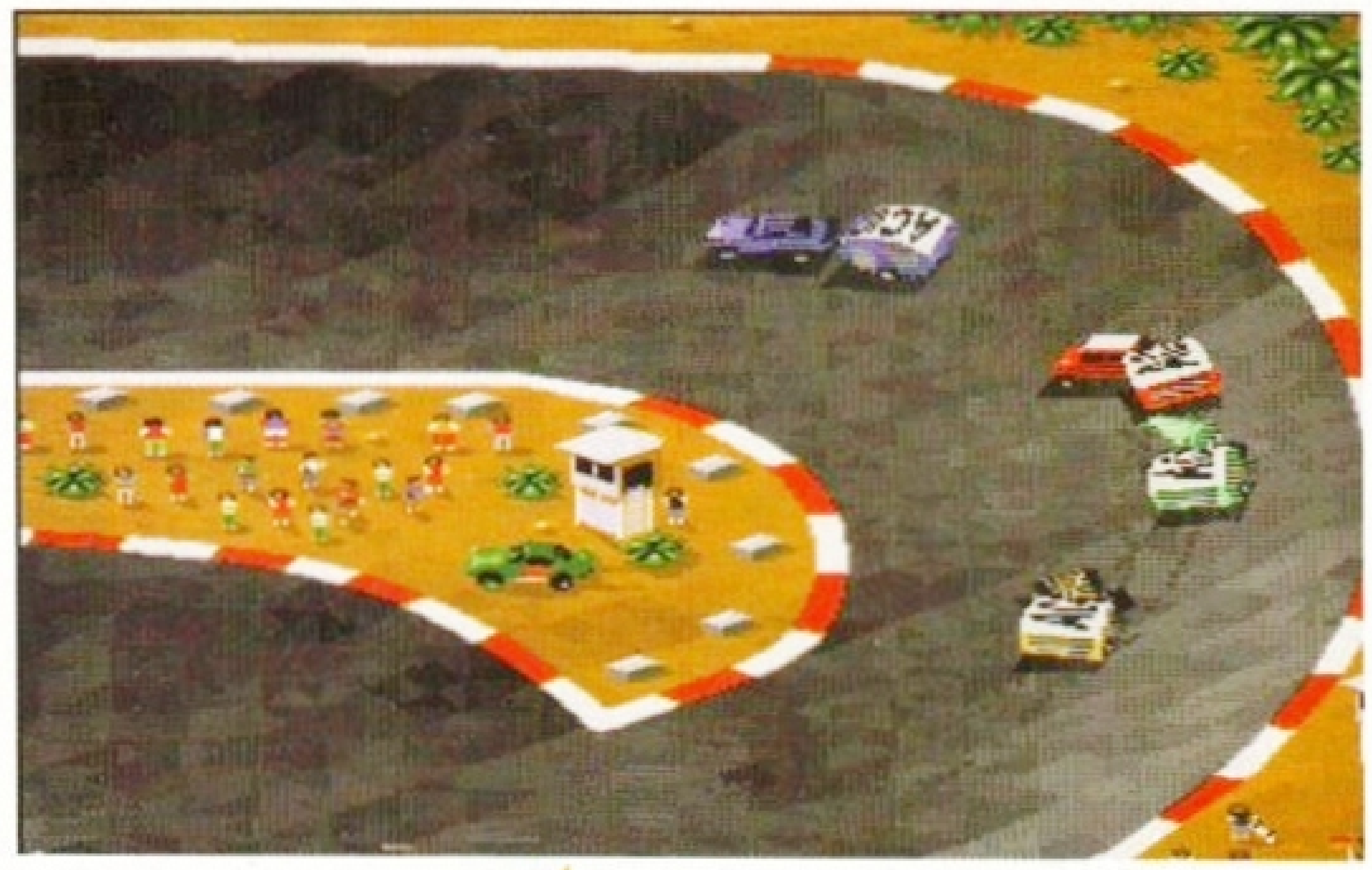
Cannon Fodder 2

AF66; FG90% ■ Sensible Software ■ 01799 516044

Well-designed sequel to the original. You control a group of little blokes who have to overcome enemies and complete missions at all costs.







SIMS

Colonization

AF74;FG95% ■ Microprose
■ 01454 326532

Sid Meier classic, requiring the exploration and taming of a virgin America. Trade and kill the natives, fend of attacks from fellow explorers and engage in top trading, time-consuming manoeuvres.

Theme Park

AF63; FG91% ■ Electronic Arts
■ 01753 549442

An insight into the furtive manipulation of unsuspecting thrill-seekers by covert marketing and psychological profiling. *Theme Park* presents a deep challenge to the most imaginative of minds.

DRIVING

Super Skidmarks

AF71; FG92% ■ Guildhall
■ 01302 890000

There aren't enough superlatives in the dictionary to describe this terrific little racing game. Race 3D cars around a slippy track and beat all your friends into submission. The first computer game to feature simultaneous eight player action.

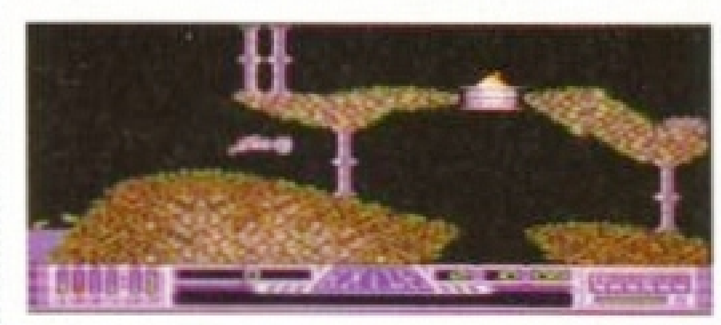
ADVENTURES



Bloodnet

AF69; 82% ■ Gametek
■ 01753 553445

Futuristic cyberpunk adventure that is influenced by the works of William Gibson and Bruce Sterling. The plot is so strong it literally bites and doesn't let go until it's drained your adventuring blood.



Exile

AF71;88% ■ Audiogenic
■ 0181 424 2244

Arcade adventure featuring impulse, weight, momentum and Newtonian physics. Take charge of a jetpacking little bloke, who crash-landed on an alien planet.

FOOTBALL MANAGEMENT



Sensible World Of Soccer

AF67; FG95% ■ Renegade
■ 0171 481 9214

The ultimate marriage of arcade and management gameplay on two disks. Probably the most intuitive control systems of any game anywhere, the management element takes the footballing into a new dimension.



Ultimate Soccer Manager

AF72; 85% ■ Daze Marketing
■ 0171 372 7435

A management game that lets you bribe other managers and players, build bigger grounds and, of course, manage and select your team. Easier than most and therefore probably best suited to middle rankings and novices.



F1 World Championship Edition

AF73; 76% ■ Domark
■ 0181 780 2222

Not the best-structured first-person perspective driving game in the world, *F1* makes up for it in pace and ease-of-use. Marry that to the two-player, split-screen option and you're looking at a game that's going to keep you and your mum racing into the wee small hours.



Premier Manager 3

AF66; 85%■ Gremlin Interactive
■ 0114 275 3423

A mind-numbing amount of detail is packed into this incredibly difficult, but ultimately highly-rewarding, management sim. The most challenging to make any headway in.



Player Manager 2

AF74; 81% ■ Anco ■ 01322 292513

The success of *PM2* highlighted the success that genuinely entertaining games can expect in the the All Formats charts. The more than reasonable price of £19.99 also helped it along the way.

PINBALL

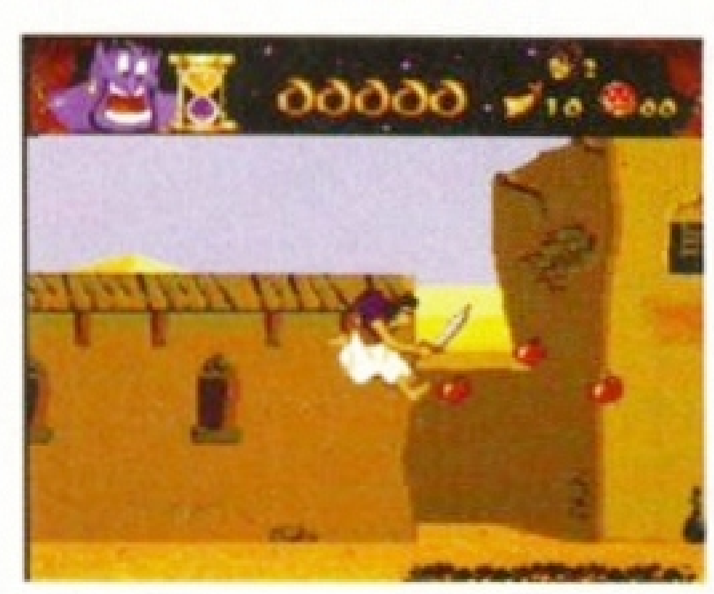


Pinball Illusions

AF66; 88% ■ 21st Century Entertainment ■ 01235 851 852

Finely balanced pinball game which features, for the first time, a hi-res mode to enable a highly effective and commendable multi-ball mode. Truly a pinball game of champions.

PLATFORM



Aladdin

AF66; FG90% ■ Virgin Interactive
■ 0181 960 2255

Based on the Disney cartoon-film of the same name, Aladdin is amusing, entertaining, highly playable and fun. Yet, amazingly, it's a platformer. Recommended for the whole family!

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A brilliant, varied and fun selection of Public Domain programs... as ever. Simon Carless joins Steve McGill in getting to rummage through the bag of goodies that is our PD selection box.



PD Select





C42: What sort of pollen would an electronic honey bee collect?

C42: The motion of this texture-mapped flower is hypnotic in its cyber-surreal beauty.



C42: Butterflies stop fluttering and begin to kick at Groo's metallic breakbeat.

C42 (AGA)

DEMO

By ________ *Juliet+Case*
Ware ________ *Freeware*
PD Library _ *All good PD Libraries*
No of Disks ________ *One*
Price ________ *Subject to PD Library*

Also available from the Internet via ftp on all Aminet sites, e.g. src.doc.ic.ac.uk, demo/ta95/C42fixed.lha)

Released at the Assembly 95 party, *C42* was one of the most interesting demos released there, not least because of its style.

Organic is the word. Butterflies flying across an electronic beach at sunset, cameras drifting and banking across desert sands, texture-mapped flowers opening and closing, and babies kissing whilst the picture of them distorts and bends. Yes, I know, it sounds pretentious and hopelessly hippie, but these guys are computer wizards, not hairy druids, and there's no subliminal message of peace or love here, just pure enjoyment.

The code is top-notch and the music, by Groo, is metallic breakbeat and really kicks. It's the connection of the music to the effects which really scores points. Add some very clever design effects and a lightsourced tunnel to provide a base for the whole thing, and out comes a stylish, brilliantly designed and original demo.

CONTROL (AGA)

DEMO

By ________ *Oxygene*
Ware ________ *Freeware*
PD Library ________
No of Disks ________ *Two*
Price ________ *Depends on Library*

Also available from the Internet at ftp i41s20.ira.uka.de, pub/GASP95/control1 and control2.dms.

The winner of this summer's GASP party in France, you might be worried to hear that this demo is, basically, a vector-demo. No need to hide behind your sofa, though. It doesn't rotate tedious cubes ad infinitum, but rather showcases the vector worlds and new types of vector effects. Effects that are becoming possible due to coders becoming ever more clever at taking advantage of the Amiga's hardware.

Probably due to the PC demo-scene exploring new ways of dealing with vectors, the Amiga demo scene has opened up to vectors once again. It's a welcome return.

Another positive side of this is that advances made are eventually

Continued overleaf ➡

CONTROL: New types of vector effects could take control of your life. Be warned!

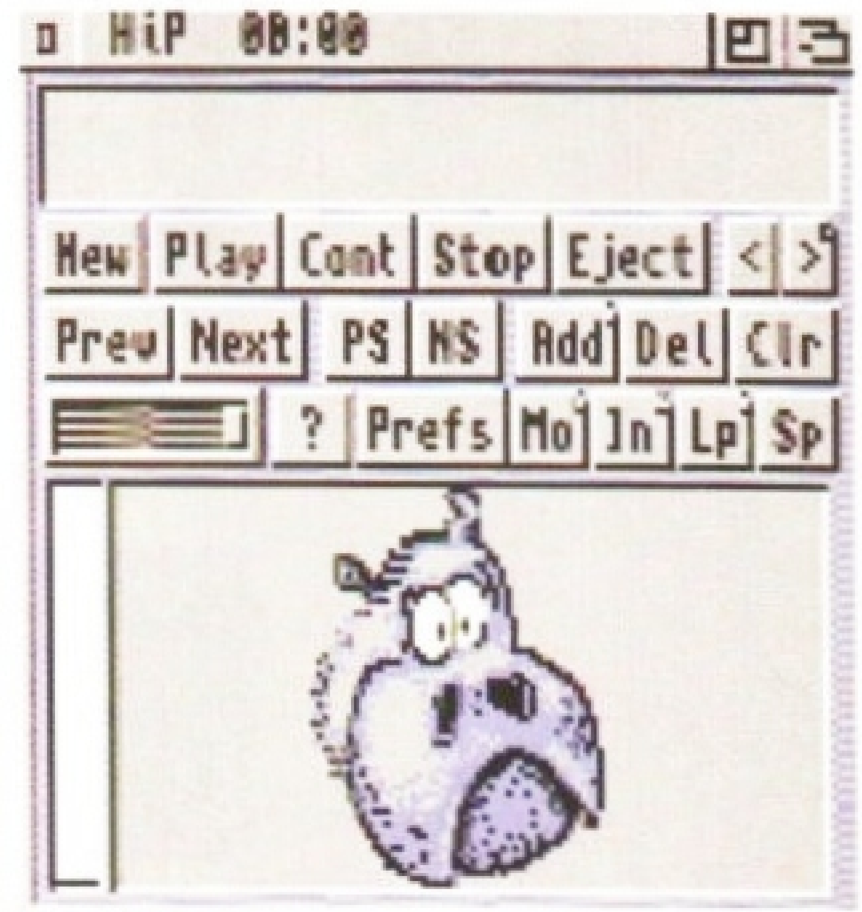




CONTROL: The quality and beauty of the artwork in this demo make it worth seeking out.



CONTROL: Ever felt like this when you worked out.



HIPPOPLAYER: Probably the most flexible and easy to use music player around today.

bound to filter through from demos to games. Bomb Software proved this with *Fears*. In fact, the link here is that Claws of Bomb Software is the guest musician on this release. His customary synth/dance hybrid can be heard here in full flight.

Control itself is a little surreal. The viewer is taken on a drifting journey through a sparse space vector landscape. As you spin around the asteroids and alien structures, you occasionally stop to see weird geometric shapes – translucent or morphing, or with transparent trails – slide around the screen.

In addition, there's a great fractal landscape with clouds featuring a spiralling point of view and a couple of fabulous dreamy pictures by Mon. It wouldn't make a great game, due to its weirdness, but Oxygene certainly know how to program a good demo.

HIPPOPLAYER 2.11

UTIL

By	*K-P Koljonen*
Ware	*Shareware*
PD Library	*All good PD Libraries*
No of Disks	*One*
Price	*Depends on PD Library*

Also available from the Internet via ftp on all Aminet sites, e.g. src.doc.ic.ac.uk, mus/play/hip211.lha)

If you want to check out a favourite piece of computer music, whether it be a MOD or any one of a myriad of other formats, then *Hippoplayer* is

PD Selection of the month



This picture was created by David Taylor, "The most respected man the PD World has ever seen".

MAGIC PAINT BOX

UTILITY

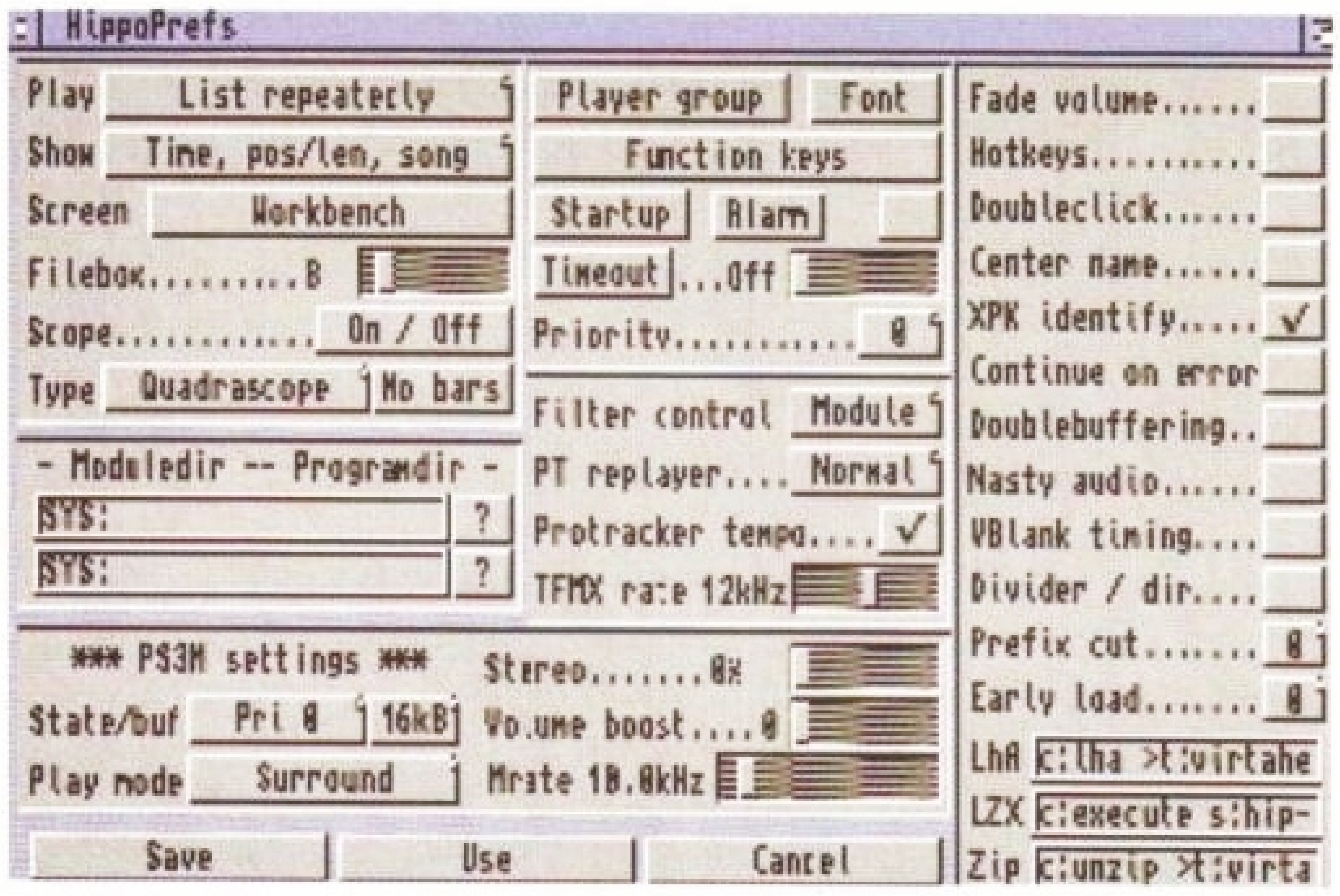
By	*Malcolm Lavery*
Ware	*Licenceware*
PD Library	*F1 Licenceware*
No of Disks	*One*
Price	*£6.99 plus 50p p&p*

The introduction in the manual to this wonderful little art package states that it's been written especially for children of any age.

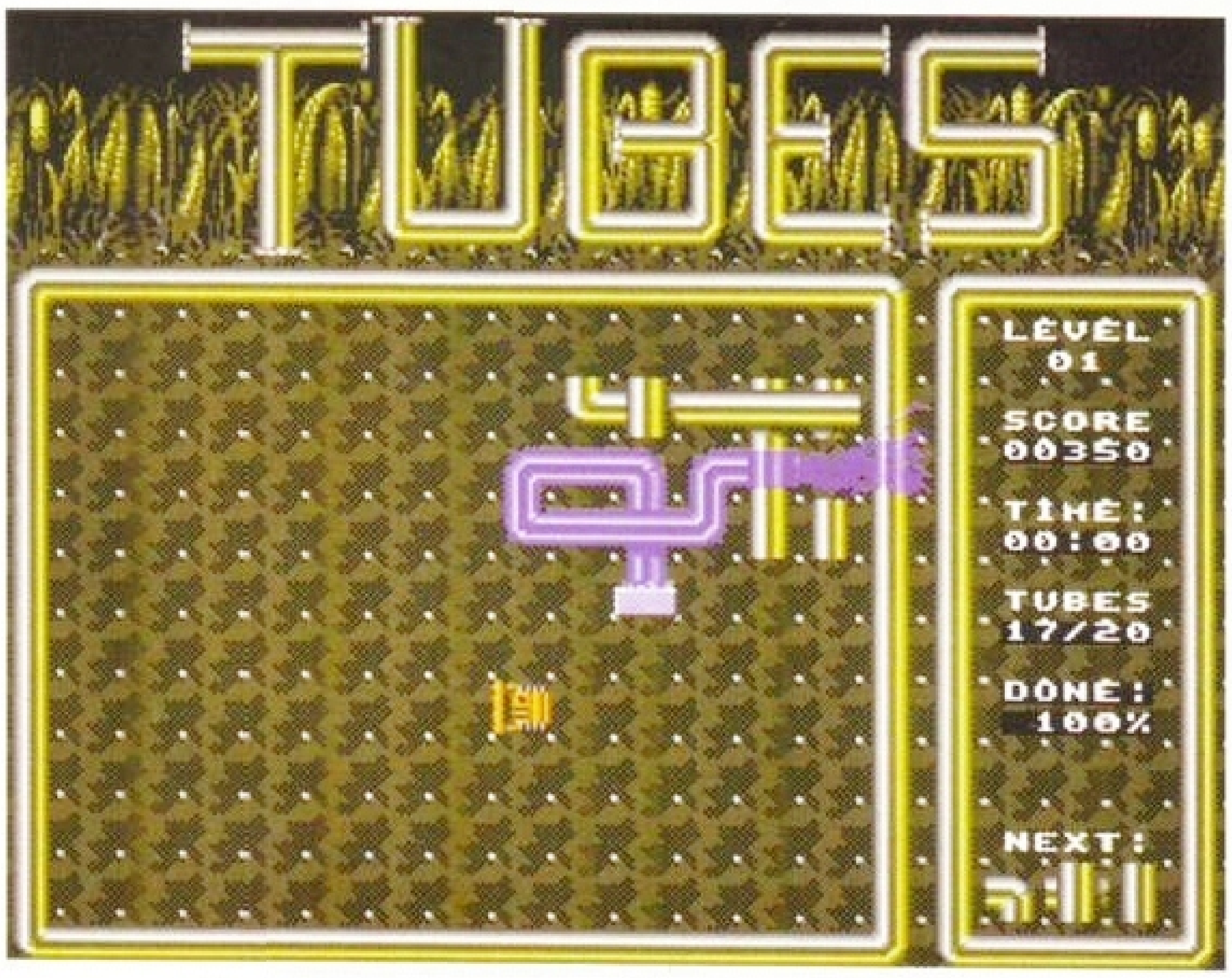
We gave it to our resident 24-year old child from sister magazine *Amiga Shopper* and literally had to drag him screaming and kicking from the keyboard. Especially after he had completed a surrealistic work of art and received praise from absolutely nobody for it.

The creation on the left typify the power and compulsion of *Paint Box*. The whole picture, which we've displayed here, took less than ten minutes to create.

Given that it's easy to use and loads of fun in the process, we can see no reason for not recommending it thoroughly.



HIPPOPLAYER: As you can see, the range of options is quite staggering, yet the program remains simple and easy to use. Hurrah.



TUBES: Change the liquid spurting out of your tube from the options screen.

renowned as one of the two best music players on the Amiga (the other being *Delitracker*).

It features more or less everything you'd ever want; not only does it multitask happily, it plays songs one after the other, repeats them, fast forwards through them, plays them whilst drinking a glass of water... get the idea.

The real power of *Hippoplayer,* though, lies in its player routines. For example, it doesn't mess up on the tricky CIA mode on *Protracker* MODs. A mode which befuddles loads of less intelligent players. It even supports PC music-formats in 8, 16, or more channels – formats such as S3Ms or XMs.

This feature gives you the chance to check out thousands and thousands of excellent, widely available PC tunes. The real-time mixing required to fit 16 channels into four means the quality of the sound can verge on being a bit grainy, but it can still sound great.

Finally, for all you nostalgia trippers out there, if you're feeling particularly retro, you can even play SIDs (Commodore 64 tunes).

Hippoplayer is most certainly a definitive music player, just don't be put off by the wealth of options on offer.

TUBES V1.6

GAME

By ______________ *Chris Hodges*
Ware ______________ *Shareware*
PD Library _ *All good PD Libraries*
No of Disks ______________ *One*
Price ________ *Depends on Library*

Also available from the Internet via ftp on all Aminet sites, e.g. ***src.doc.ic.ac.uk, game/think/Tubes.lha.***

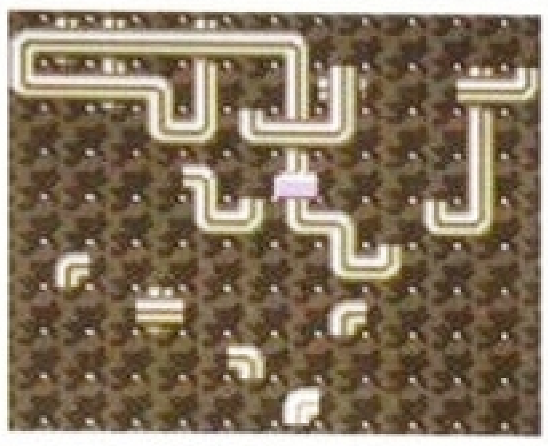
One thing that PD games do well is cloning famous games and improving on them. *Tubes* is no exception – it's a version of the famous Pipemania.

The basic premise of the game is the same as it ever was, having you positioning water pipes within a time limit, to allow the water to travel as far as possible, without spilling everywhere. You get extra points for looping back on yourself in the design of the pipes and for positioning the pipes so that the water flows through all of them.

This version comes with the additional interest of some clever bonus levels, including a slide puzzle pipe game which is fiendish, to say the least, and a version of Tetris using tubes, called Tubetris.

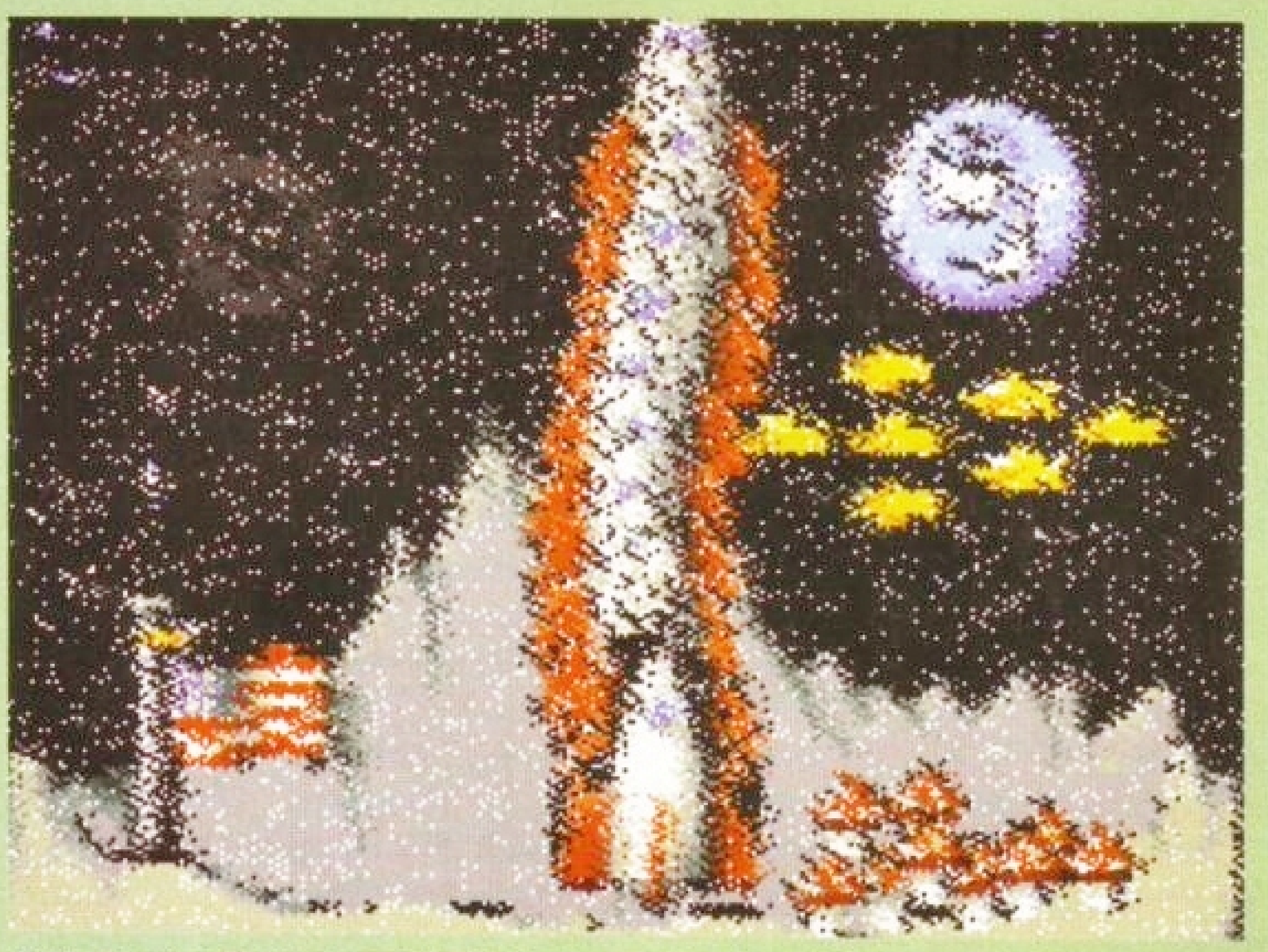
Excellently executed and good fun to play – time-limits for the levels, that sort of thing – allowing the player to press 'Escape' at any time makes the game a bit less addictive than it might have been. The sense of urgency that games like this thrive on feels as if it's been taken away. Professionally implemented, nevertheless.

Continued overleaf ➡



TUBES: Aside from the game itself, there's also a practice mode to be engaged in.

All of the freely distributable files mentioned here can be found in PD Select on: http://www.futurenet.co.uk/computing/amigaformat.html



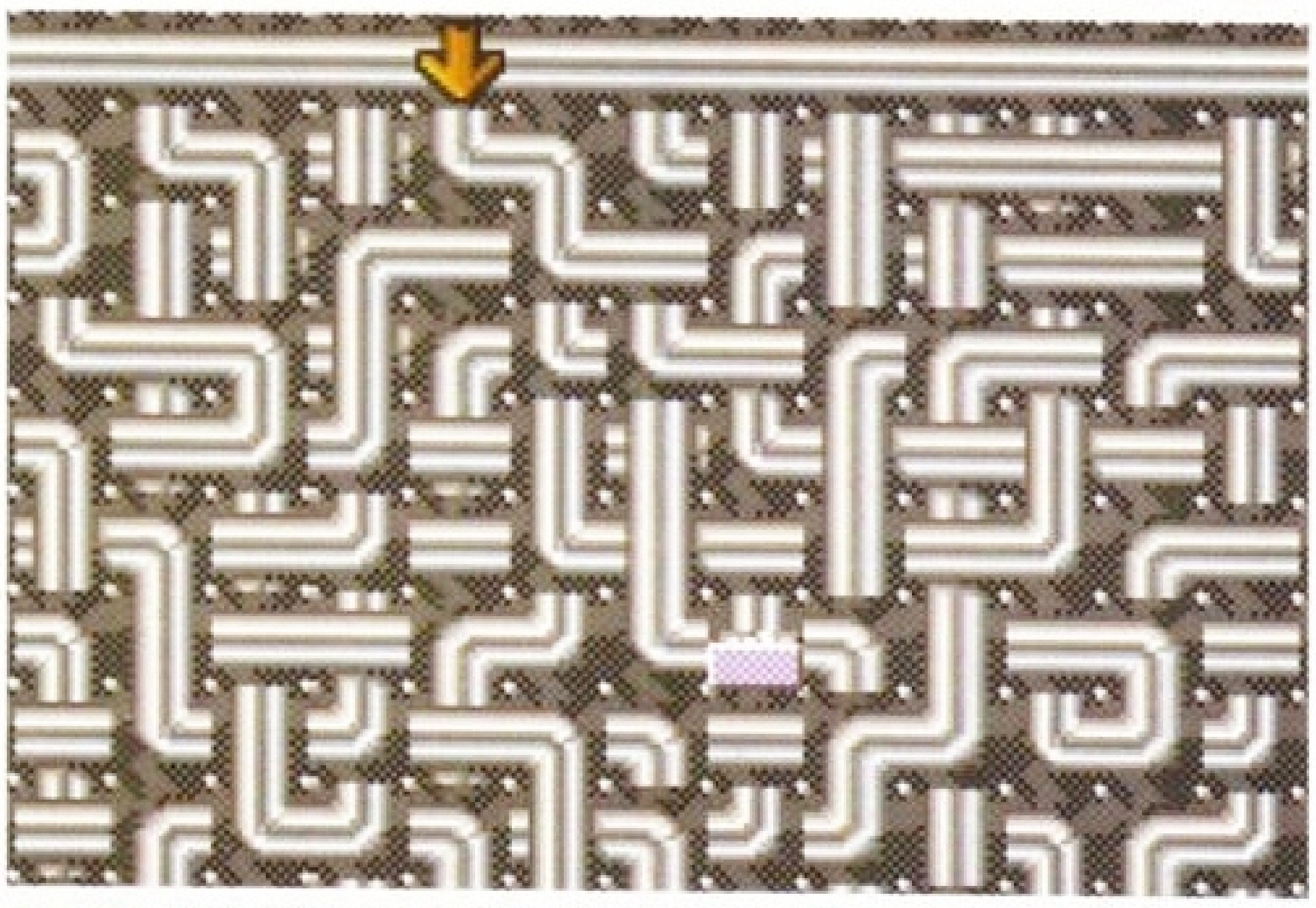
Add all sorts of blurry special effects to a masterpiece at the press of a button.

Consider it as a virtual *Format* Gold (we don't give PD or licenceware percentage scores).

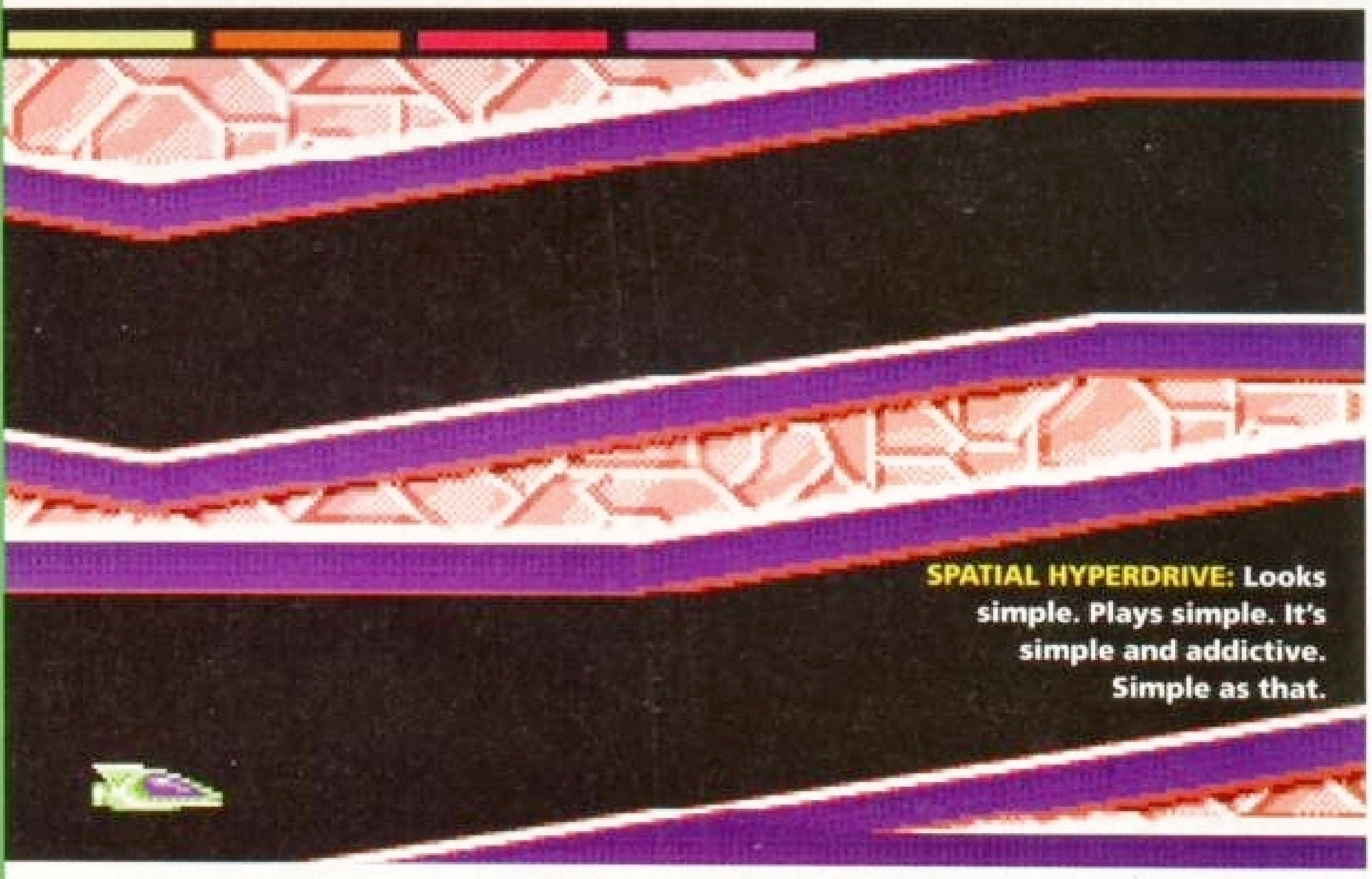
There are 84 functional icons in all. Many of these are preset background pictures and brushes. They're instantly accessible and give children (and adults) instant feedback on their dabblings, encouraging further experimentation.

The only criticism that can be levelled at the package is the inaccessibility of the undo function. It should be at hand at all times, even if it's only through a single keystroke. It's far too easy to overwrite a picture with a preset picture.

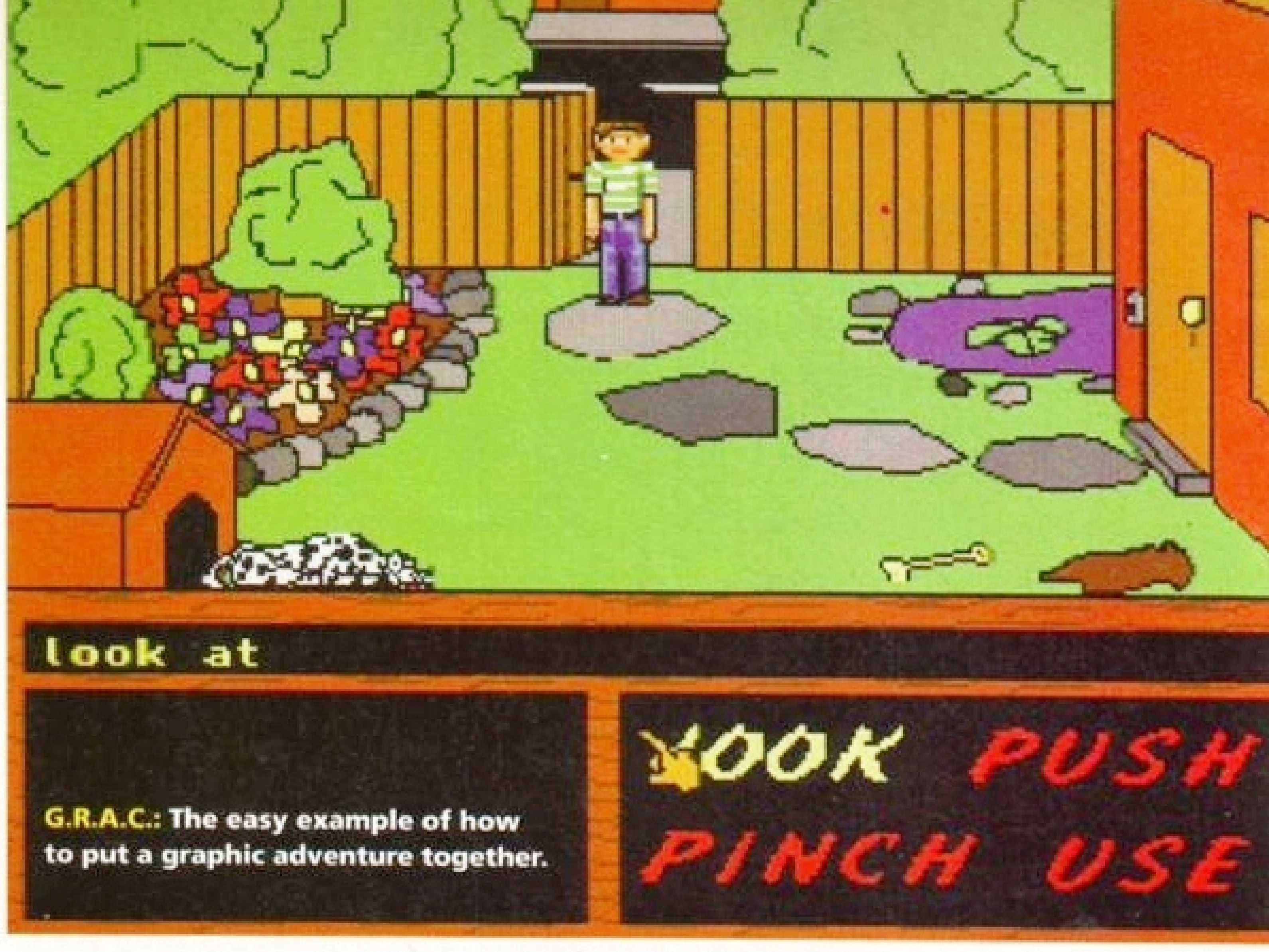
But that's only a small niggle in an otherwise excellently valued package. If you've got kids aged between two and 35, grab hold of this package now.



TUBES: And we thought that we'd never see a Pipemania clone featured in the pages of PD Select again. Nice one, Simon.



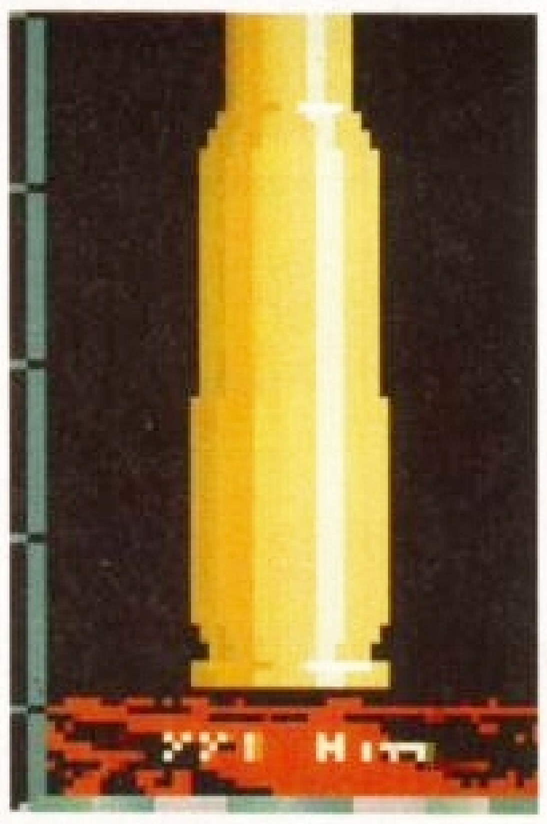
SPATIAL HYPERDRIVE: Looks simple. Plays simple. It's simple and addictive. Simple as that.



G.R.A.C.: The easy example of how to put a graphic adventure together.



SPATIAL HYPERDRIVE: Seconds to learn, a million hair follicles to master.



AMMO GUIDE: A Winchester cartridge in hi-res glory.

SPATIAL HYPERDRIVE

GAME

By	*Mike Rawes (TNGA)*
Ware	*Freeware*
PD Library	*All good PD Libraries*
No of Disks	*One*
Price	*Depends on Library*

Also available from the Internet via ftp on all Aminet sites, e.g. src.doc.ic.ac.uk, game/misc/HyperDrive.lha)

This game may be considered old by some (circa 1993), but it's only recently been 'rediscovered' since being posted on to the Aminet Internet archives.

Currently high up in the top 10 most popular file downloads, it's one of those simple, but nicely addictive, releases which make you wonder why commercial companies don't concentrate on gameplay rather than presentation. Not that the presentation of *Hyperdrive* is shabby.

Anyway, let's try explaining the gameplay. You're a spaceship and you have to fly along a horizontally scrolling tunnel extremely fast, while avoiding crashing into the walls. If you crash too often, you die. "Easy to play, difficult to master," to coin a cliche.

The graphics are neat – there's a smart soundtrack and a fun, two-player mode (ram your friend into the walls whilst trying to avoid them yourself). The programmer also obviously has a sense of humour, since, some way into the game, he starts flashing the screen in time to the music in a blatant attempt to make you crash.

Hardly the most complex game ever, but nobody's ever said shallow couldn't be fun; a game which induces as much terror and adrenaline is only to be described as commendable. Much more fun in small doses, though.

AMMO GUIDE

UTILITY

By	*Mike Haas*
Ware	*Freeware*
PD House	*Roberta Smith DTP*
No of Disks	*One*
Price	*90p plus 50p p&p*

"Protect your Second Amendment Rights!" proclaims the about box of this high-velocity *Ammo Guide*. Put together by Mike Haas, the official title is the *Haas' Guide to Small Arms Ammunition*.

Outwit ethical debates and the inevitable humdrum tone of self-righteousness from both sides of the gun/anti-gun lobbies, there's no doubting that guns are great fun to shoot off, especially at peasants and foreigners; the bigger the gun the better.

Cheap, tasteless jokes aside, this guide contains short, snappy, incisive information bites on 90 different types of ammunition. It includes shell calibre and scaled technical diagrams for rifles, hand guns and automatics.

Technical information, such as bullet weight, bullet velocity and muzzle energy, is included, as is the history and reception by the public to the various calibre's feel and accuracy while firing.

An interesting concept let down by the lacklustre means of presentation, the appeal of the title is most definitely limited by the subject matter.

Nevertheless, a fascinating insight into the scary world of high-projectile objects.



G.R.A.C.: And no, the logical lockpick doesn't work. But we know what does.

G.R.A.C.

UTILITY

By	*Edmund Clay*
Ware	*Licenceware*
PD Library	*F1 Licenceware*
No of Disks	*Two*
Price	*£6.99 plus 50p p&p*

As our ever burgeoning mailbag on games tips will testify, adventures are one of the favourite game genres of *Format's* readers.

After a while, though, seasoned adventure gamers can become so accustomed to plot lines and game mechanisms that they get bored. *G.R.A.C.* could add a new dimension to the outlook of said gamers.

An acronym for *Graphic Adventure Creator*, *G.R.A.C.* lets anyone with an idea for an adventure game put that idea into action with the minimum of slog. After familiarisation with the program is accomplished, the real business of plot, character and location creation can take place.

For these three elements are the crux of a good adventure game. The manual is keen to point this out: "Graphics don't have to be brilliant; what counts is the gameplay".

To help the users on their way, there's an example disk of what can be achieved with a bit of diligence and forward-planning.

If your efforts are of merchantable quality, F1 Licenceware are prepared to distribute the creation with the usual licenceware conditions attached.

So, if you've ever wanted to be recognised as having the talent to create an adventure game, grab a hold of *G.R.A.C.* and get plotting.

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
PATHFINDER PD
41 Marion Street, Bingley, W. Yorks. BD16 4NQ. Tel/Fax 01274 565205

1) Assassins Games Disk 250
2) Jim's Cheats Disk
3) Chaneques
4) Ultimate Manager v1.1
5) Sound Collection 9
6) Literature Collection 5
7) Assassins Games Disk 245
8) GCSE Maths Papers
9) Legions of Dawn Demo
10) Remdate v2.1

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

F1 Licenceware
31 Wellington Road
Exeter
Devon EX2 9DU
Tel: 01392 493580

Roberta Smith DTP
190 Falloden Way
Hampstead Garden Suburb
London NW1 6JE
Tel: 0181 455 1626

Other good PD libraries

THE WORLD's FASTEST AMIGAS ARE ON THIS PAGE!

CYBERVISION 64

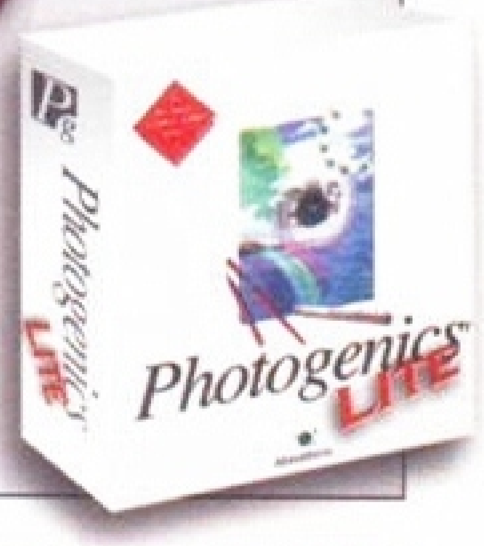
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A4000 with Cyberstorm, '060 & 4Mb	39.85

Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

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Cyberstorm 68060/50

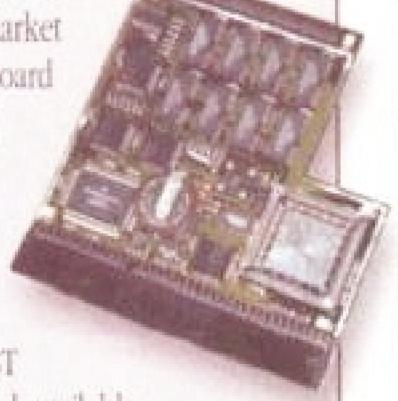
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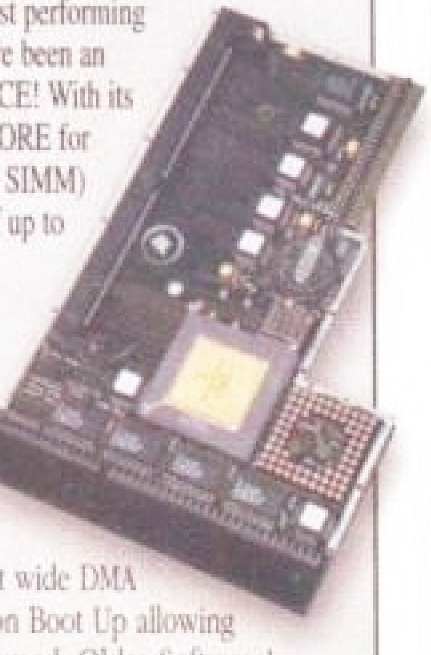
[1]*Available 1st Quarter '96*

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Blizzard products have always been at the forefront of the Amiga accelerator market and we were the first to launch 68060 boards with the amazing performance they bring. Since that launch, there have been shortages of 68060 Motorola CPUs and production output has fluctuated. Although supplies of these chips were expected to be fully on line by now, Motorola cannot meet the demand. We are assured however that by the early part of 1996 Motorola will be in a position to fulfil the market's needs and hence, Blizzard product delays (which are beyond our control) should disappear. Until then you may well ask...

Should I be tempted to buy on '040 instead?

Well, when the Blizzard '060s can be **Two or Three** times as fast yet cost as little as 25% more, why buy an '040 which offers a far lower price to performance ratio! When we considered the possibility of producing an "interim '040", we decided it was not a product worthy of development. The facts are simple, if YOU want the **FASTEST** Amiga, a 68060 is the ONLY way. Maybe you should think about reserving a Blizzard 1260 or 2060 now - stocks are bound to be limited when the mighty 68060 returns! A small wait now, but an '040 will always keep your Amiga waiting longer!

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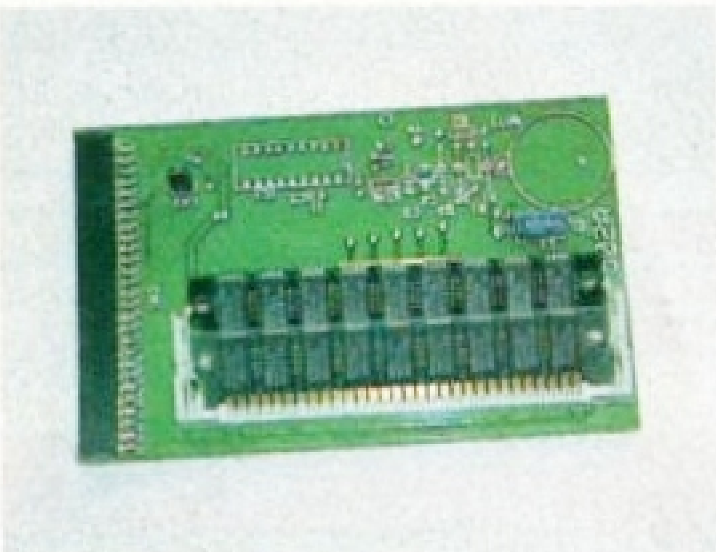
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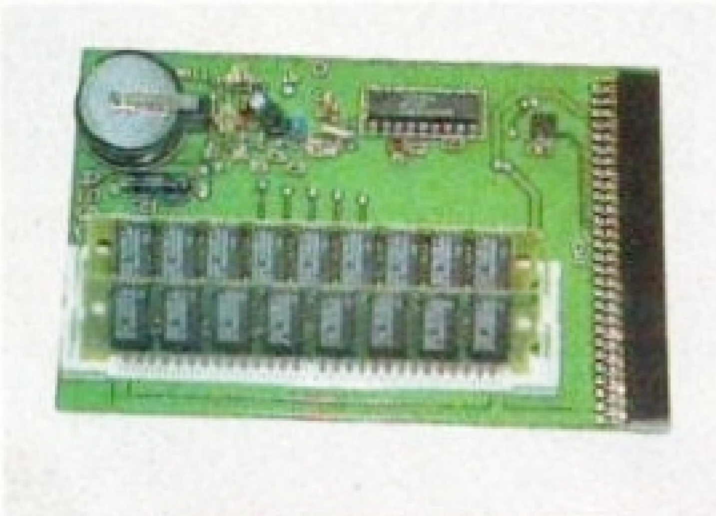
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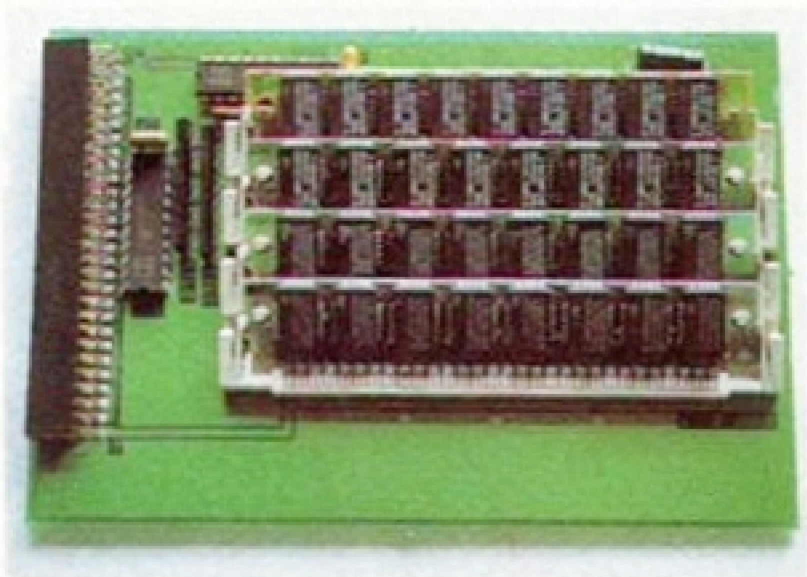
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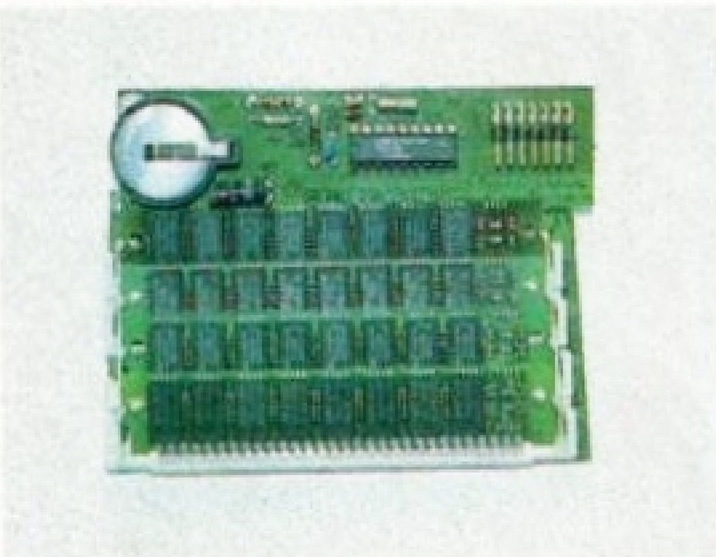


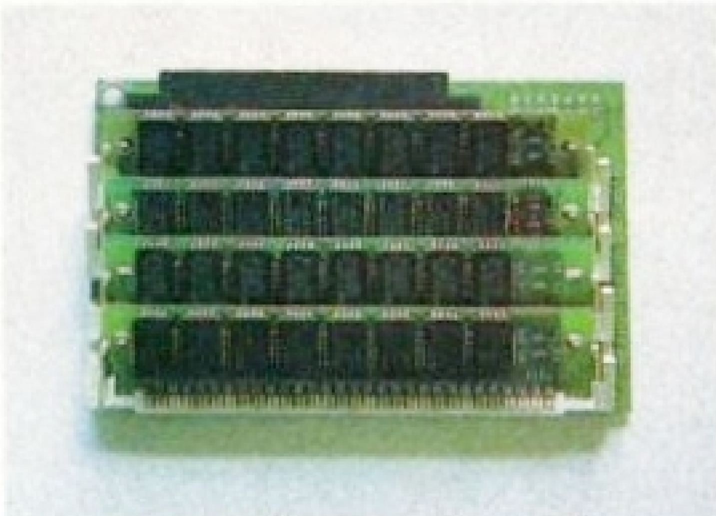
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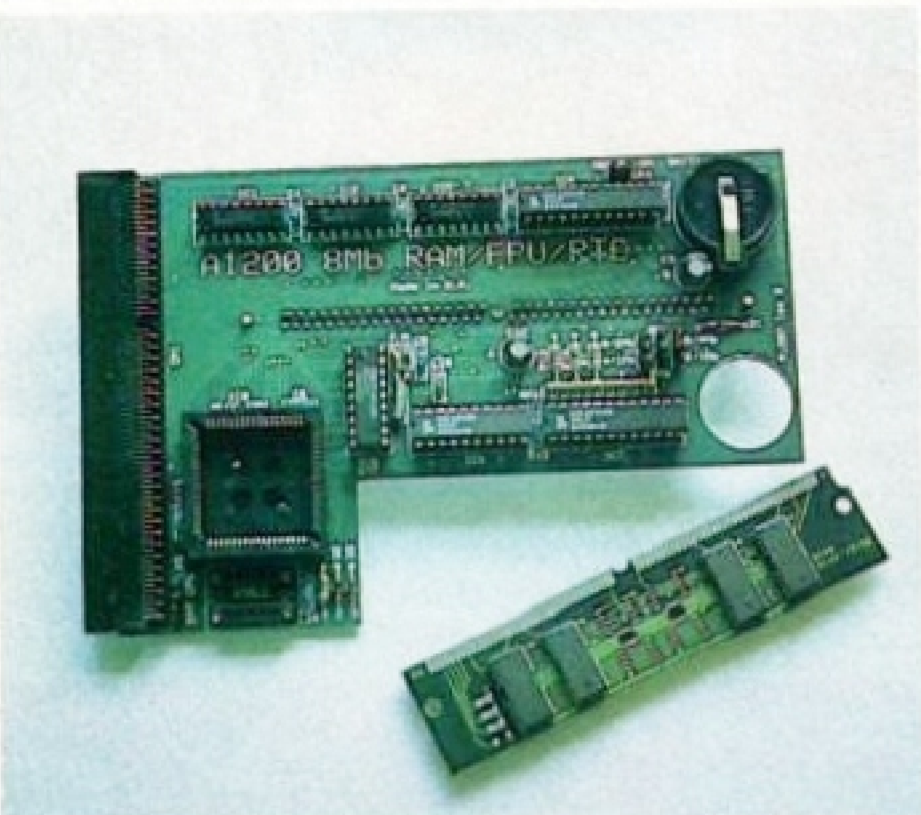
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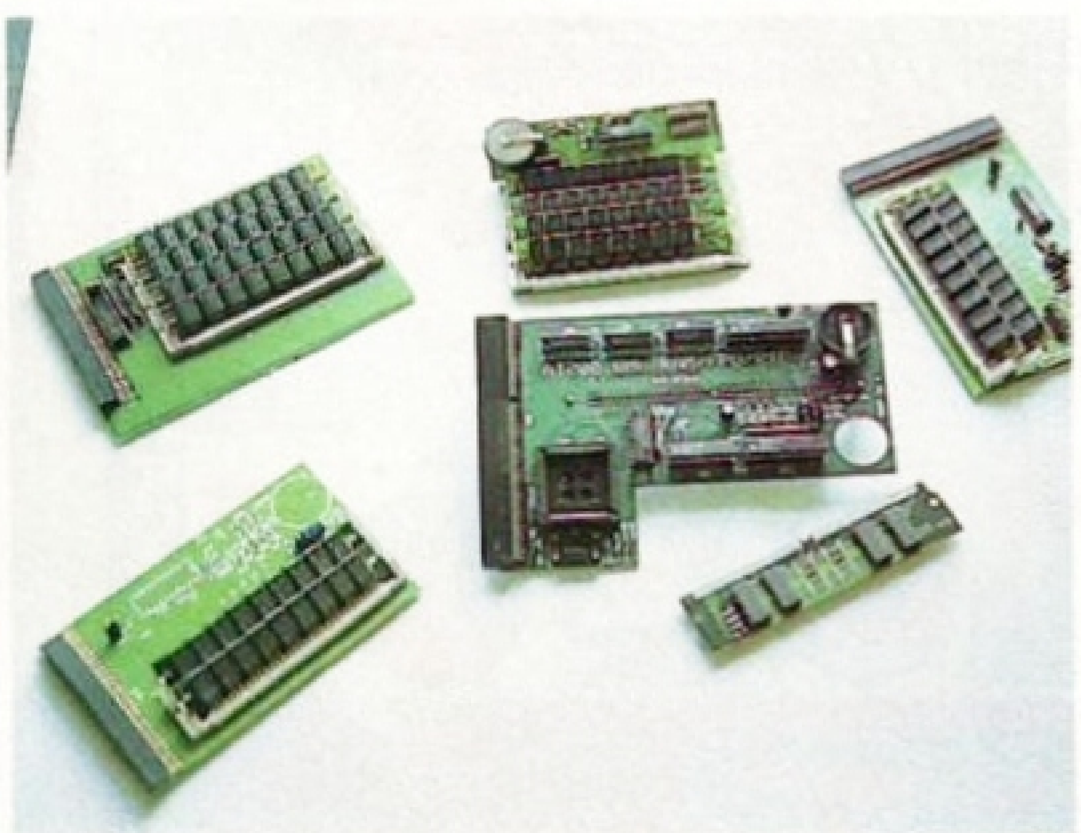




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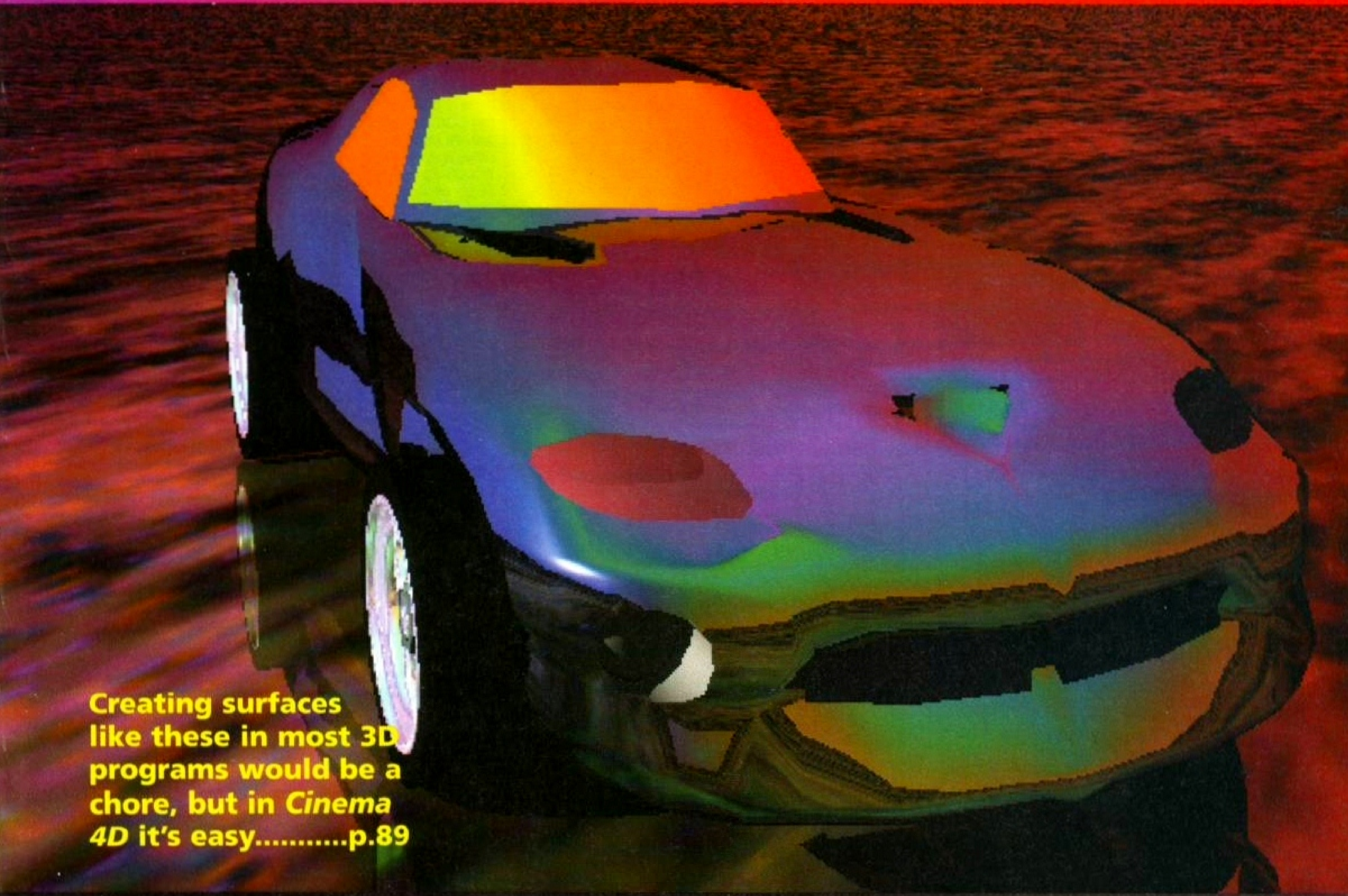
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AF SERIOUS



Creating surfaces like these in most 3D programs would be a chore, but in *Cinema 4D* it's easy..........p.89

AMIGA FORMAT EXCITING TIMES AHOY



Graeme Sandiford

This is an exciting issue for many of us 3D fans as we have a chance to get our hands on the full version of *Cinema 4D 2.1* after a year of waiting. This excellent program has successfully married ease-of-use with power and flexibility.

To give your rendering some extra oomph, you may want to have a look at the Blizzard 1230 IV accelerator.

From the stable of *Cinema 4D* we've got a brand new file manager that does look as boring or grey as all the others, but is also just as functional. We also have the long-awaited XL drive from Power Computing that can store almost 3.6Mb on a single floppy disk. Don't despair if you are in a quandary over what to ask Santa for this year – we tell you which products are the ones you *must* have.

REVIEWS

Blizzard 1230-IV



Another month, another accelerator card. What can yet another card have to offer? David Taylor brings you up to speed.

The A1200 is back on sale and new owners are probably beginning to realise that its power can easily be expanded. The days of a trapdoor expansion offering nothing more than additional RAM are over. The new cards can add a faster processor, an FPU, more RAM and even a SCSI interface.

As you've probably guessed, this revision of the Blizzard offers all of these. It's more compact than some of its competitors and looks sturdier too – mind you, no accelerator card ever looks *that* solid. Because the board is quite small, it is somewhat easier to fit than the bigger boards. So, it's just a case of pushing the board home; it's a snug fit, but easy enough to get in.

Removing the card is a different matter and this is something that no card manufacturer ever considers. Because they fit so tightly, it's hard to find anything that you can apply leverage to in order to remove the card. Most people never want to take their cards in and out, but sometimes it's necessary and it would be better if manufacturers realised this.

Once fitted, turn the Amiga back on and you're away. General tasks are faster, but when you use programs where processor-speed matters, you can really notice the difference. For instance, decoding JPEGs is vastly improved. Whereas you're likely to go off for a cup of tea with the standard A1200, you can actually start to use JPEGs as a viable picture format, even though they still don't load immediately. Rendering 3D images is also far faster.

You won't see such an increase in speed in programs that only make use of the custom chips of the Amiga, because they, obviously, remain the same.

The board has a 50Mhz 68030 and a 50Mhz 68882 FPU. In speed tests, it comes out at twice the speed of the A3000 and over seven times that of a standard A1200, which means it's about half the speed of an A4000/040 (but costs a lot less than half the price of an A4000/040).

The 72-pin SIMM sockets allow you to fit additional memory in the standard configurations. You can use either the standard 32-bit SIMMs or the IBM compatible's 36-bit SIMMs, which are cheaper because of the greater demand for them.

The extra bits, used as parity nits on the PC, are ignored. If you are thinking of attaching memory that you haven't bought with the board, or are thinking of buying the board and want to use existing memory, check with Harwoods for compatibility before going ahead.

The board we tested came with 4Mb of memory fitted, which won't be enough for most serious users today. However, it still made a huge difference to the power of the original A1200.

There is a jumper setting to allow you to load the Kickstart into the faster RAM (provided you have some memory installed) allowing you to speed up the operation of Operating System functions. A second jumper is also there for you to set the speed of the memory you attach, which could improve RAM access and give a further speed increase in certain applications.

There is a SCSI module which will be available and, interestingly, the manual talks about this kit also allowing you to fit a further SIMM, allowing you to add more memory, even if you'd bought a smaller SIMM earlier. The SCSI module will slot on to the side of the board, but the interface is unlike others and will have the module slotting over metal connectors. Hopefully, we'll get to see the SCSI module itself soon.

Last, but not least, the board does have a battery backed-up clock, which, although a small addition, is useful. It allows you to keep track of files, knowing which was the most recently created - especially useful when you are updating files. It's also essential for some Internet procedures where files above a certain age are automatically deleted - so if your clock is set wrong, your messages will never appear.

At the price, this board looks to be setting the standards. It's cheap, but offers all the trimmings. As with most boards, I'd recommend the FPU and additional RAM, which does bump the price up.

BLIZZARD 1230-IV

DISTRIBUTOR
Gordon Harwood Computers
01773 836781

PRICE
£178.95 (50 Mhz FPU £79.95, 4Mb RAM SIMM £134.95)

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●●
You won't see an 030 processor any faster. Not up to 040 speed, but it's not supposed to be.

MANUAL ●●●●
Comprehensive guide to everything – from installing to necessary technical specifications.

ACCESSIBILITY ●●●●●
Just slot it in and you're away.

FEATURES ●●●●●
You can add everything possible to this board

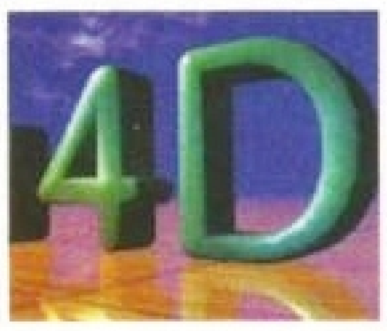
VALUE ●●●●
A cheap, bare board, with standard prices for the add-ons.

"Fast and cheap, like I like my... er... food."

90%

Cinema 4D

In Germany this graphics program has been kicking Imagine's butt for a long time. Now that it's arrived in the UK, Graeme Sandiford gives it the supreme once-over.









The Amiga 3D market has changed in recent years. Initially geared to the needs of the keen hobbyist, programs have gradually become much more advanced in terms of sophistication and power. The good side to this is that more and more gob-smacking animations have been produced on the Amiga and programs like Babylon 5 and Robocop have been made economically possible. However, all these wonderful new features have meant that the basic machine requirements have increased as well, with more memory and faster processing becoming essential.

Of course, not everyone can afford to upgrade their systems and the "beefing-up" of Real 3D and the arrival of a Toaster-independent version of LightWave have left Imagine with practically the whole of the hobbyist raytracer market. However, this has not been the case in Germany, where a program called *Maxon Cinema 4D* has been giving Imagine's butt a good and thorough kicking. *Cinema 4D 2* has been out-selling every other 3D program in Germany for over a year now, but until recently it was doubtful if the English-speaking market would ever see it.

Well, it's here now, in the form of version 2.1, along with a neat object conversion program that can handle most popular object formats. In a way, *Cinema 4D* might to be described as what Imagine 3.0 should have been – a fully-featured 3D animation system with a modern and accessible interface.

A working environment that you find comfortable and offers easy access to its tools is essential if you want to work quickly and efficiently in 3D. As with most programs, a 3D system can have all the power features in the world and yet be useless if you can't get at them. *Cinema 4D's* interface is halfway between the flexibility of Real 3D's and the traditional format of Imagine.

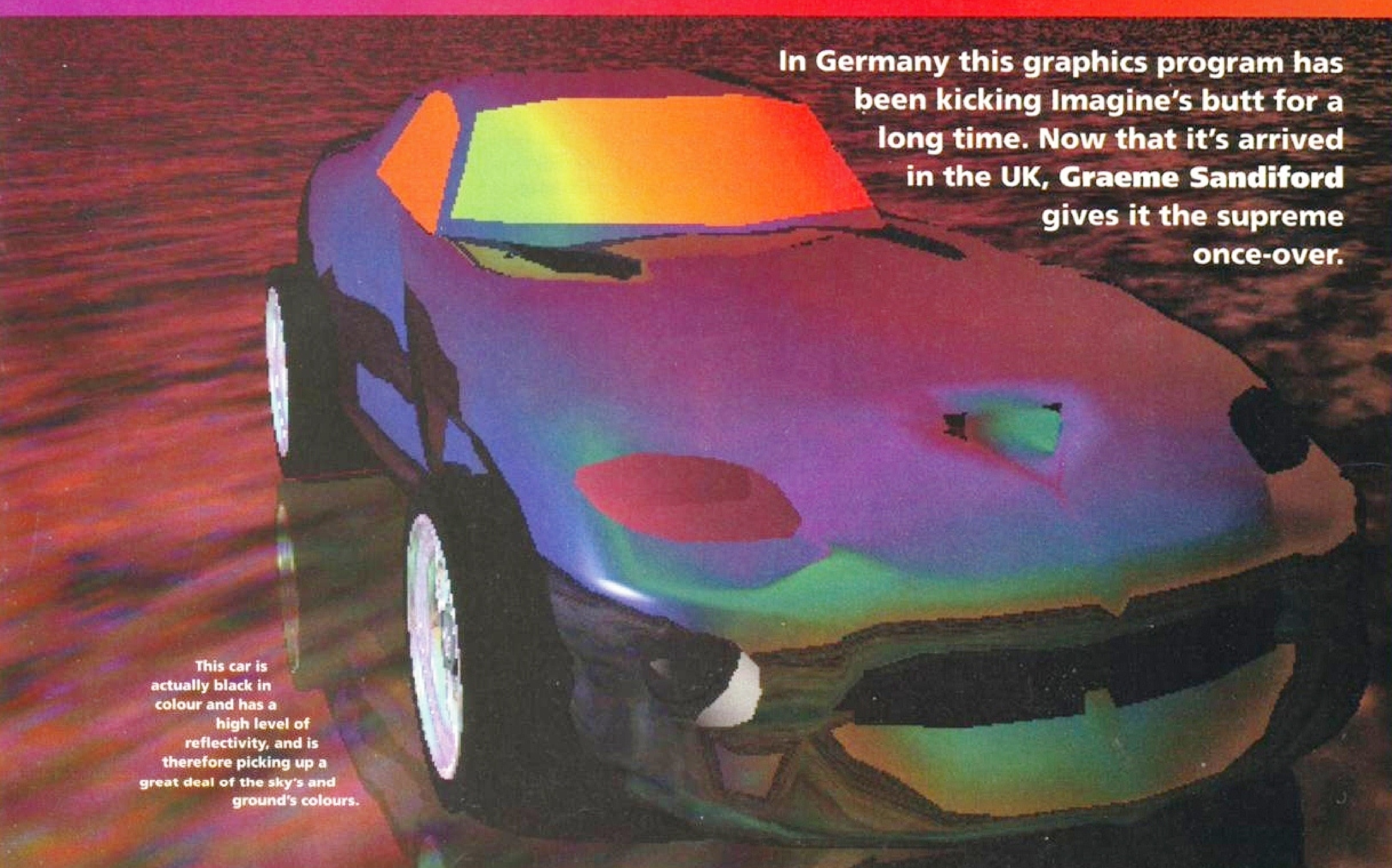
You can opt for the four-window display as favoured by Imagine (three flat views and one perspective) or choose to display one of five available views: camera, side, front, top and 3D.

Unlike Imagine, *Cinema 4D's* 3D view is interactive. This enables you take advantage of the detail of the elevation views to model accurately and the 3D view to move your objects more naturally when it is time to create an animation. Virtually all of the program's features are available from menus, but you can also open several tool bars to give easy access to functions.

One of the most important functions of a good 3D program is a wide and varied range of modelling tools. Detailed models are one of the greatest contributing factors to the creation of an exceptional animation, rather than the movement of blocky and unrealistic shapes.

As with all 3D programs, *C4D* comes with a range of basic ready-made objects called primitives. These can be used to form more complicated objects by adding them together, or using them to remove intersecting sections from each other using the program's Boolean tools. Both the primitives and the Boolean

Continued overleaf ➡



This car is actually black in colour and has a high level of reflectivity, and is therefore picking up a great deal of the sky's and ground's colours.



This image shows how well *Cinema 4D* can combine real and rendered elements – notice how the dice pick up the scanned background.



These objects have been created by Tobais Richter who is a great fan of *C4D*.



This picture, again by Tobais, shows the sort of surfaces that can be created.

operators are only of average complexity, but *C4D* has a selection of special objects which can be called upon.

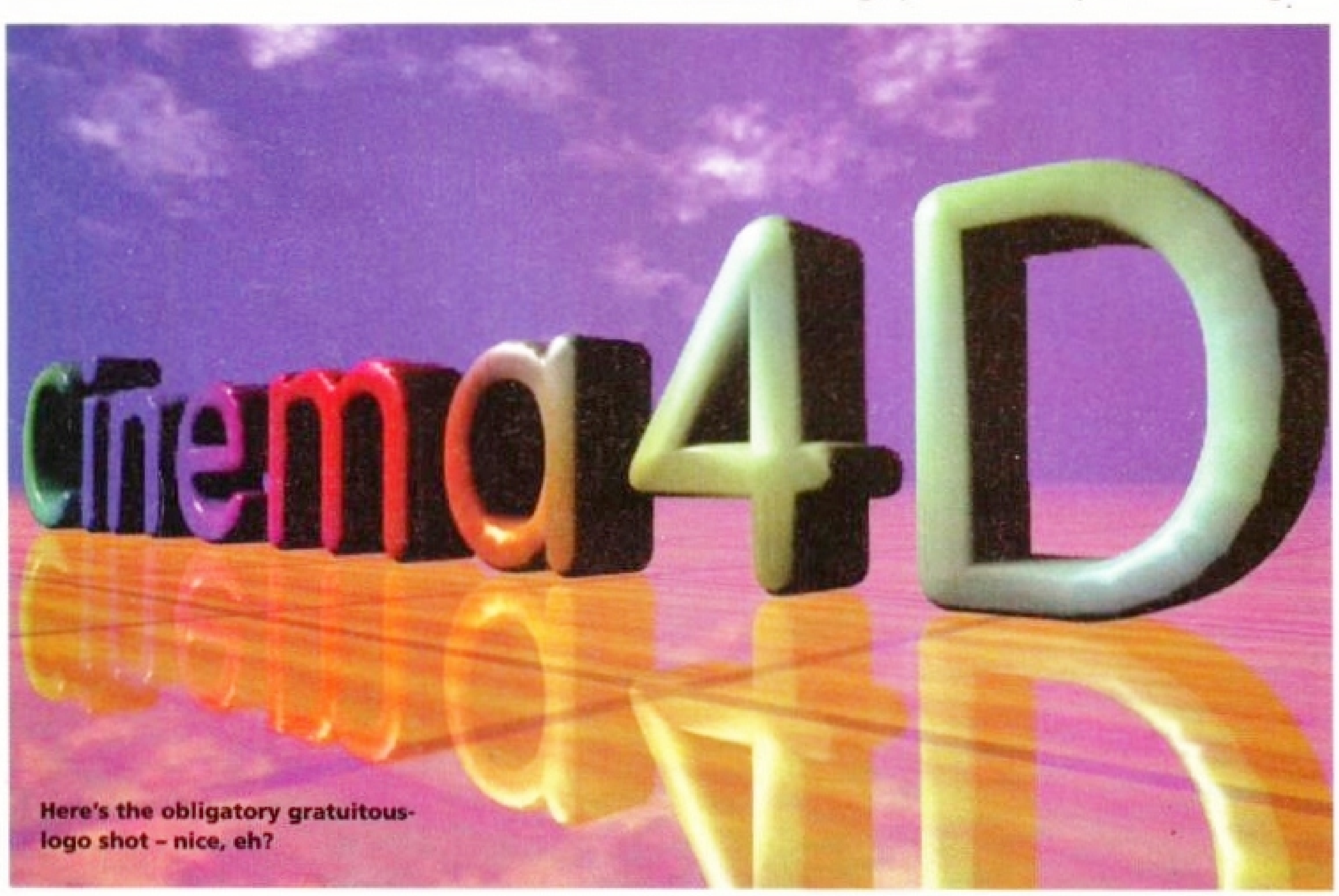
One the most interesting of these is a human figure that already has its object hierarchies and inverse kinematics set up for realistic motion. This can be used in animations, or can be used as a model to base your own humanoid objects on. You can even borrow the hierarchical information using the object manager, which can move objects around in the scene's hierarchy and even add materials. Other special objects include a fractal landscape generator, a Sun-like object and an Emboss tool that will create 3D objects from the difference in greyscale intensity of an IFF image.

In order to create more complicated objects, you'll need to use *C4D's* superb range of polygon objects and tools. The basic polygons include: line, axis, circle, star, n-side and flower. These make an ideal starting point for many different types of objects, from basic paths to complicated solid objects. Despite starting out as straight-angled objects, polygons like line and n-side can have their spline types changed so that they can be used in the creation of smoother or more organic-looking objects, as well as by adding points.

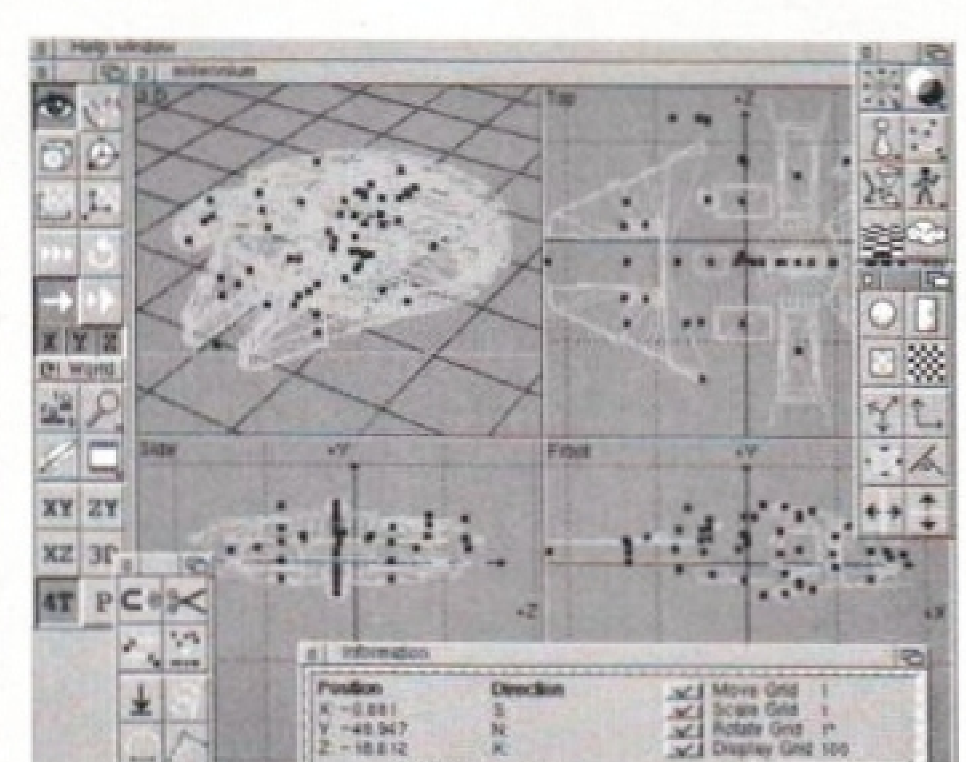
However, these polygons do not have any depth and will not be rendered. To turn them into 3D objects, you can use *C4D's* polygon objects which are its most powerful tools. The most straightforward of these, and the one most people will be familiar with, is extrude, but there are also more complicated ones, such as lathed, skinned and path.

A polygon tool of particular note is the morph object which works in a similar way to extrude, but uses two polygons instead of one and smoothly blends from one to the other. The morph object is an excellent tool for creating organic and just plain bizarre objects. Most of these polygon objects have several options such as adding plates to an extrusion, rounded edges, rotate the polygon and when creating a path object use a scaling path in a similar way to LightWave's rail extrude option.

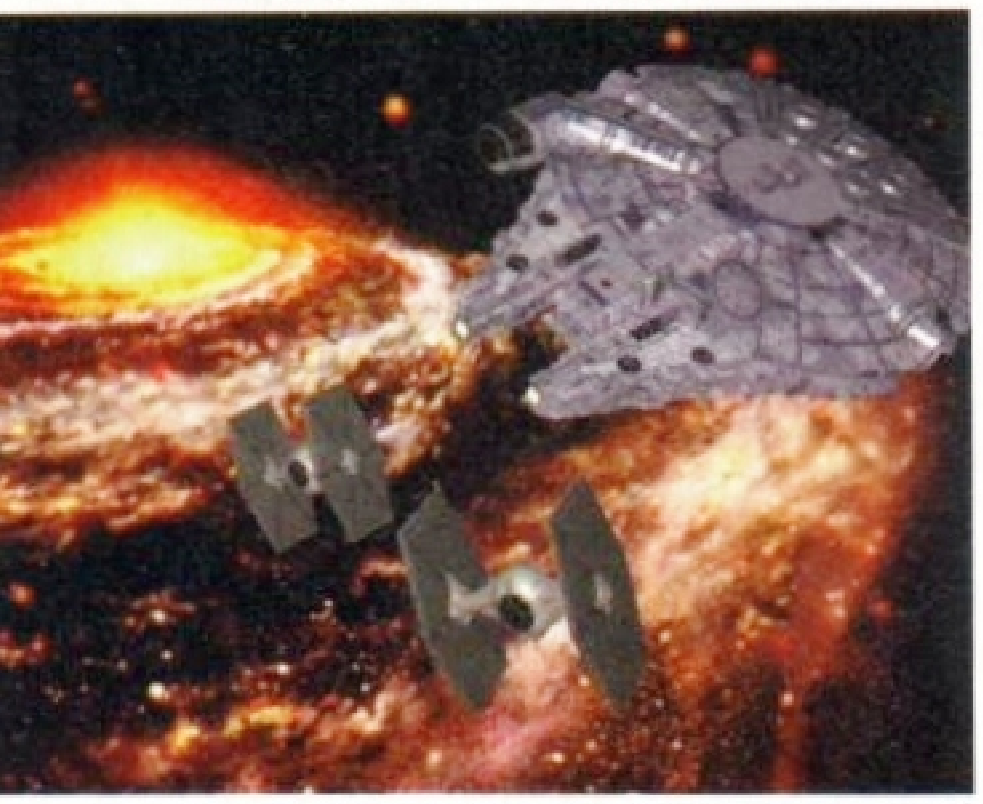
Another important aid in creating good models is being able to modify an object's shape, either by moving the points that make it up or deforming the



Here's the obligatory gratuitous-logo shot – nice, eh?



Here's *C4D* in its more traditional guise, with four views. You can also close all the toolbars.



Here are some more of Tobais' Star Wars-inspired creations.

YOU'RE SO SPECIAL...

If you are new to the world of 3D graphics, you may be puzzled by a few words and phrases. To help you understand what they mean and so that you can understand why Cinema 4D is so special, here's list of words and phrases commonly used in the 3D graphics world.

TEXTURES – there are essentially two types of textures: brush maps, which are picture-based, and procedural textures, which are based on complicated algorithms. Both types have advantages and disadvantages.

Procedural textures can be re-sized without losing any quality and can be tiled seamlessly. However, brushmaps generally consume less memory and rendering time. Because procedural textures are based on formulas, they can often be used to simulate natural phenomena by adjusting their parameters.

RENDERING – in order to produce the images you are after, this process uses several methods to turn the wireframes into solid objects that have surfaces and whose appearance is influenced by their environment. *C4D* has wide range of techniques for producing images, ranging from a simple colouring in of polygons, to full-blown raytracing which traces every simulated ray of light back to the camera.

CAMERA – this is the viewpoint used to define the image to be rendered. As with a photographic camera, *C4D's* camera can have different lenses fitted to produce different effects and perspectives.

MORPHING – a process that transforms one object into another, such as a cube to a pyramid. There is only one limitation to this process, the objects must have the same number of points and sides.

HIERARCHIES – this is a method for organising groups of objects. The objects are "parented" to other objects and then become subject to the movements and rotations of the parent.

POLYGONS – these are the basic elements of any object and form the actual surface. As vectors, they are defined by points and can be re-sized and stretched without losing their quality or resolution.

object as a whole. Very often point-by-point manipulation of an object can be exceedingly tedious, which is why one of the signs of a good modelling system is being able to edit several points at once. *C4D* makes this possible with tools such as magnet, align to grid and align to plane, which can be especially useful when creating morphing animations.

Perhaps the next most important aspect of 3D rendering is setting the surface attributes of your objects. A highly detailed colour maps, or a combination of colour and bump maps, can increase the realism of your objects or produce dazzling effects. It is possible to make rudimentary changes to an object's attributes using *C4D's* Information window or even the object manager, but to define new surfaces you need to use the Material Manager.

The Material Manager enables you to create new materials that are composed of surface attributes and texture files. *C4D* has three methods of applying textures: spherical, cubic and flat projection. This is pretty standard, but *C4D* has taken a leaf out of Real 3D's book of tricks when it comes to stopping objects swimming through their textures.

It uses a hierarchical system and treats textures in the same way as objects, which means that a texture is placed in the hierarchical level below its object and will automatically move, re-size and rotate with the object.

However, this also means that you can easily manipulate the texture since it will appear on screen while in texture edit mode, which makes creating and moving texture animations easy.

Setting the materials attributes in *C4D* is a very flexible process. As with most programs, you are given access to such controls as the attributes' colour, reflectivity, shininess, fog settings, transparency, luminance, highlights and relief or bump mapping. However, it also allows you to adjust these settings through separate RGB or HSV values. This makes refining surface attributes that much more flexible and, when used to good effect, can produce some stunning surfaces, such as being able to filter out certain colours, determine which will be reflected and so on.



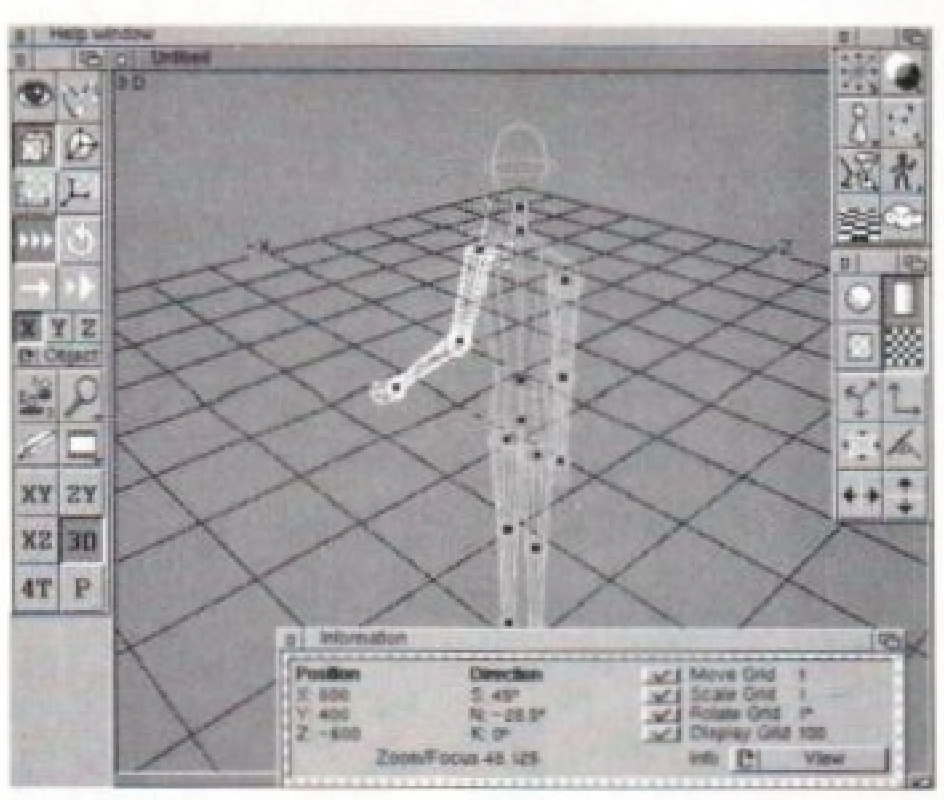
C4D has a fractal landscape generator, as well as sky and ground objects built-in.

Sadly, there is one important feature missing from the program's arsenal of surface tools – procedural or mathematical textures. These are important, not just because they can be re-sized and tiled seamlessly and infinitely, but also because they are ideal for creating special effects like smoke, fire, plasma and even electricity. This is a serious limitation, but one that should be sorted out soon, either in version 3, which will be unveiled in Cologne, or through an extension.

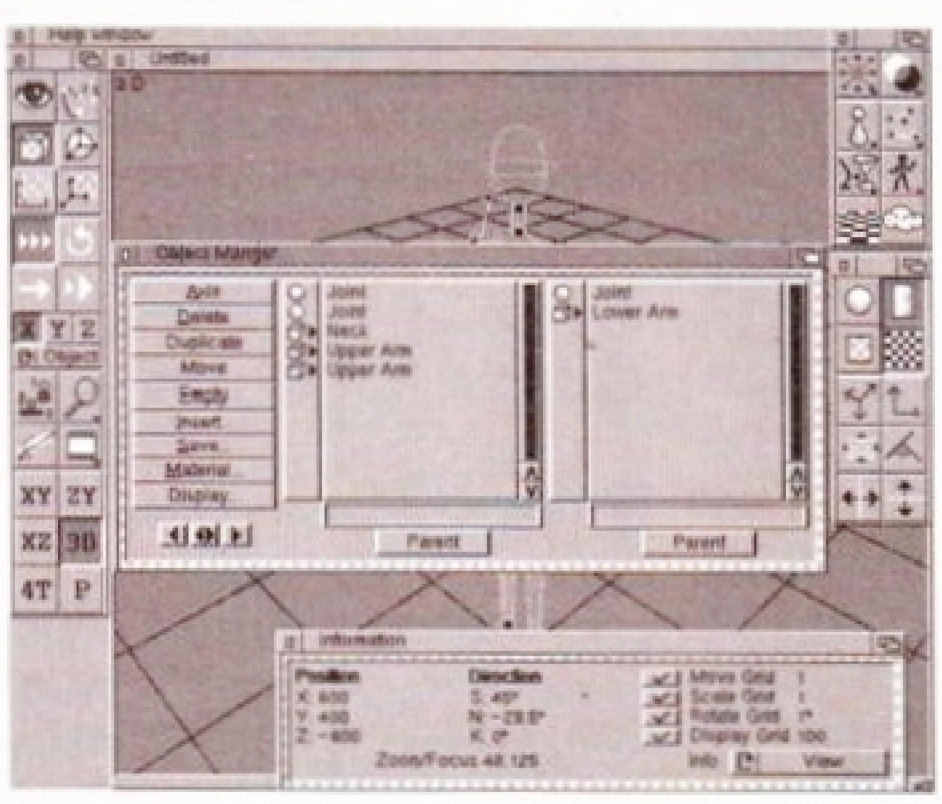
In the animation department, *C4D* has incorporated just about every technique found in Amiga 3D programs. Unlike most other programs, *C4D* doesn't have to switch to a separate animation editor, which means you can easily make changes to an object that

Cinema 4D is the ideal choice for beginners and for those who want to go a bit further.

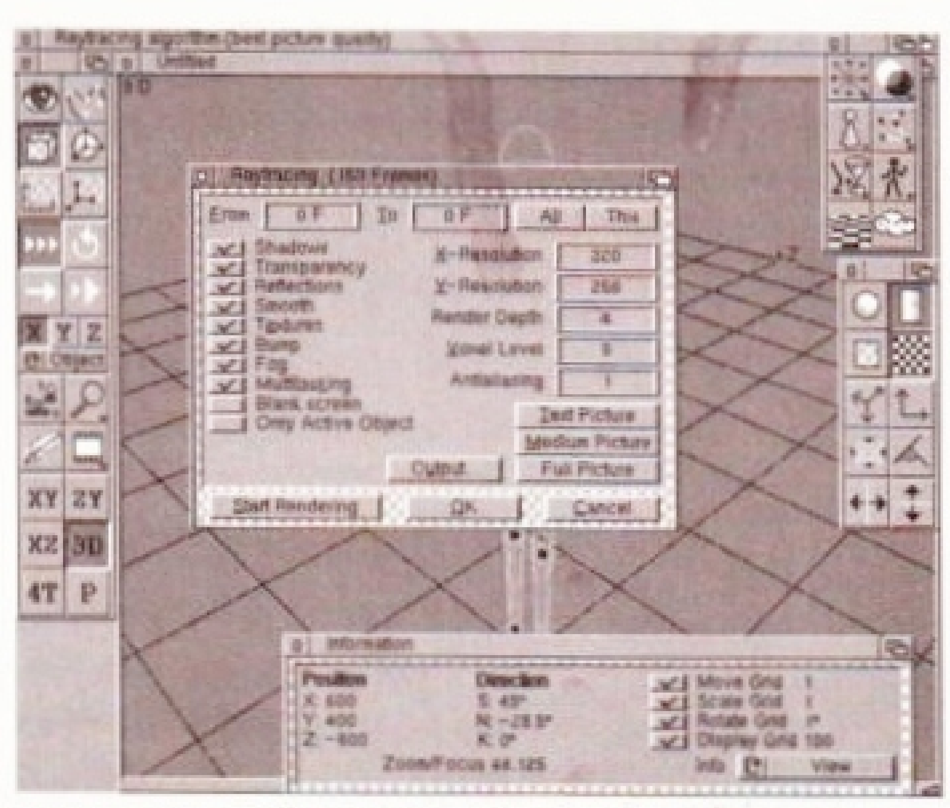
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Inverse kinematics has never been so easy. *C4D* even comes with a fully articulated human figure.

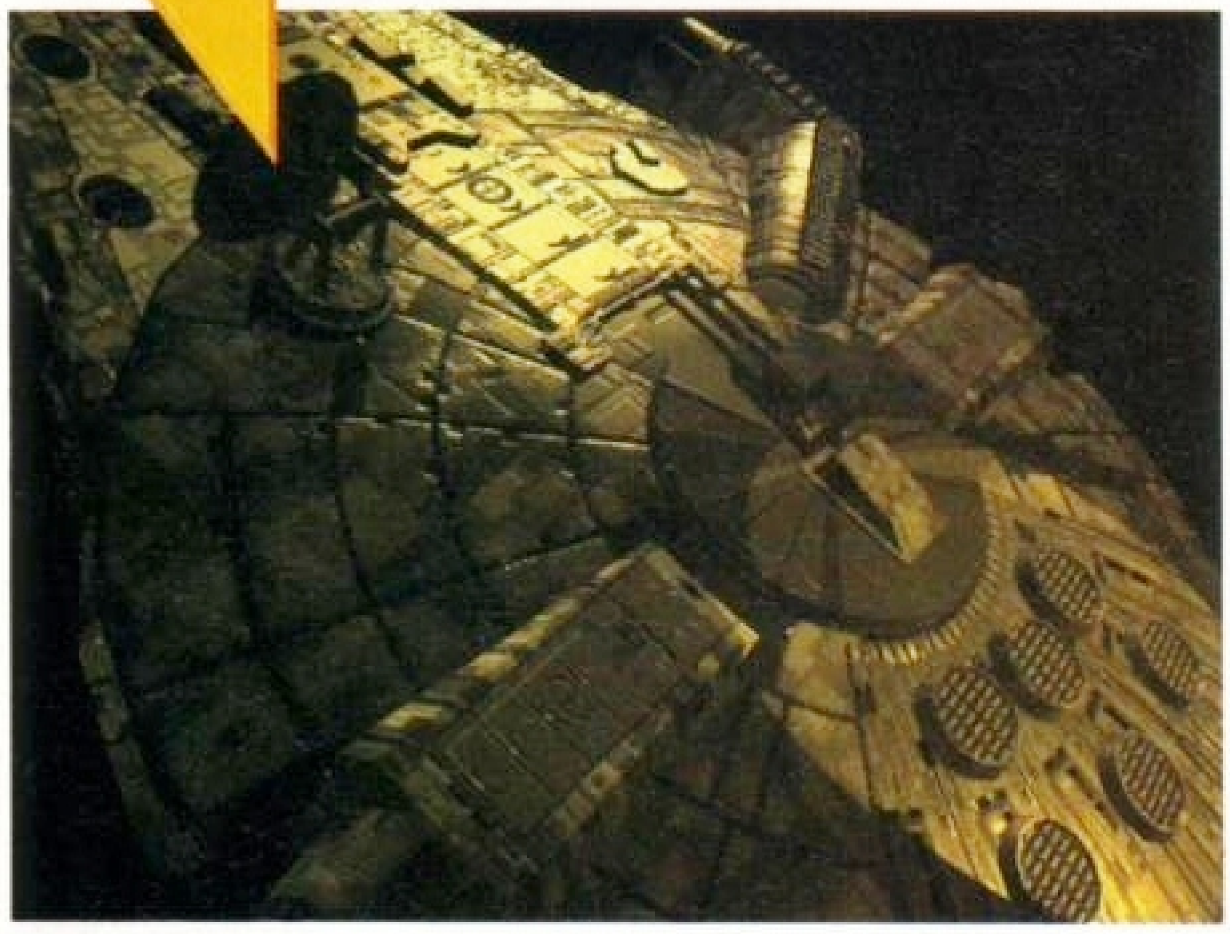


The Object major, in the centre, can be used to move objects into different groups and hierarchies.



C4D gives you plenty of options when it comes to rendering your scene and you can save preset sizes.

Given the power and flexibility of the program, it's astounding how little hardware you need to use the program.



Check out those bump maps – hmm, Millenium Faclcon.

← effect both its animation and its other properties without having to waste time loading up separate editors.

One of the most popular methods of computer animation is key-framing. It's a process that involves creating several key frames for each object and then letting the computer fill in the necessary frames of animation in between. This method is popular since you don't have to spend time specifying the objects' position at every frame.

Another form of animation that is employed by *C4D* and has the potential of creating more exact animations is path animation. This is a technique that uses paths to determine the movements of objects. This enables you to determine exactly where an object will be at every frame and control how it moves by adjusting the polygon type to give smooth or jerky motions. This method is well-suited to animations that involve repetitious motions, such as walking figures or flapping wings.

An important tool of most 3D animation programs is inverse kinematics which effectively bolts objects together to allow more natural movements of connected objects. *C4D's* implementation of this function is by no means the most powerful or flexible, but has the advantage of being very simple. All you need to do is set your hierarchies and use the drag mode to move your objects about.

C4D has a range of other useful animation tools as well. These include a thrifty Sun animation function that emulates the change in lighting during a day due to the motion of the sun – very cool. Other tools include an impressive range of special effects. These include explosions, morphing between objects, pulsation of objects and vibration. Two interesting ones are melt and wind. As you have probably guessed, melt simulates the melting of objects, while wind simulates the effect wind has on flexible and movable objects, like flags or water.

Well those are *C4D's* basic functions and I'm sure you'll agree that it's impressive, but that is not the whole story. Given the power and flexibility of the program, it's astounding how little hardware you need to use the program. Although the minimum requirement is 3Mb of RAM, you'll find that 4Mb actually lets you use the program more effectively than many others with smaller memory recommendations.

Cinema 4D is the ideal choice for beginners and for those who want to go a bit further but don't want to get bogged down with over-complicated interfaces and advanced maths. Aside from these reasons, it's the little touches that really make the program special.

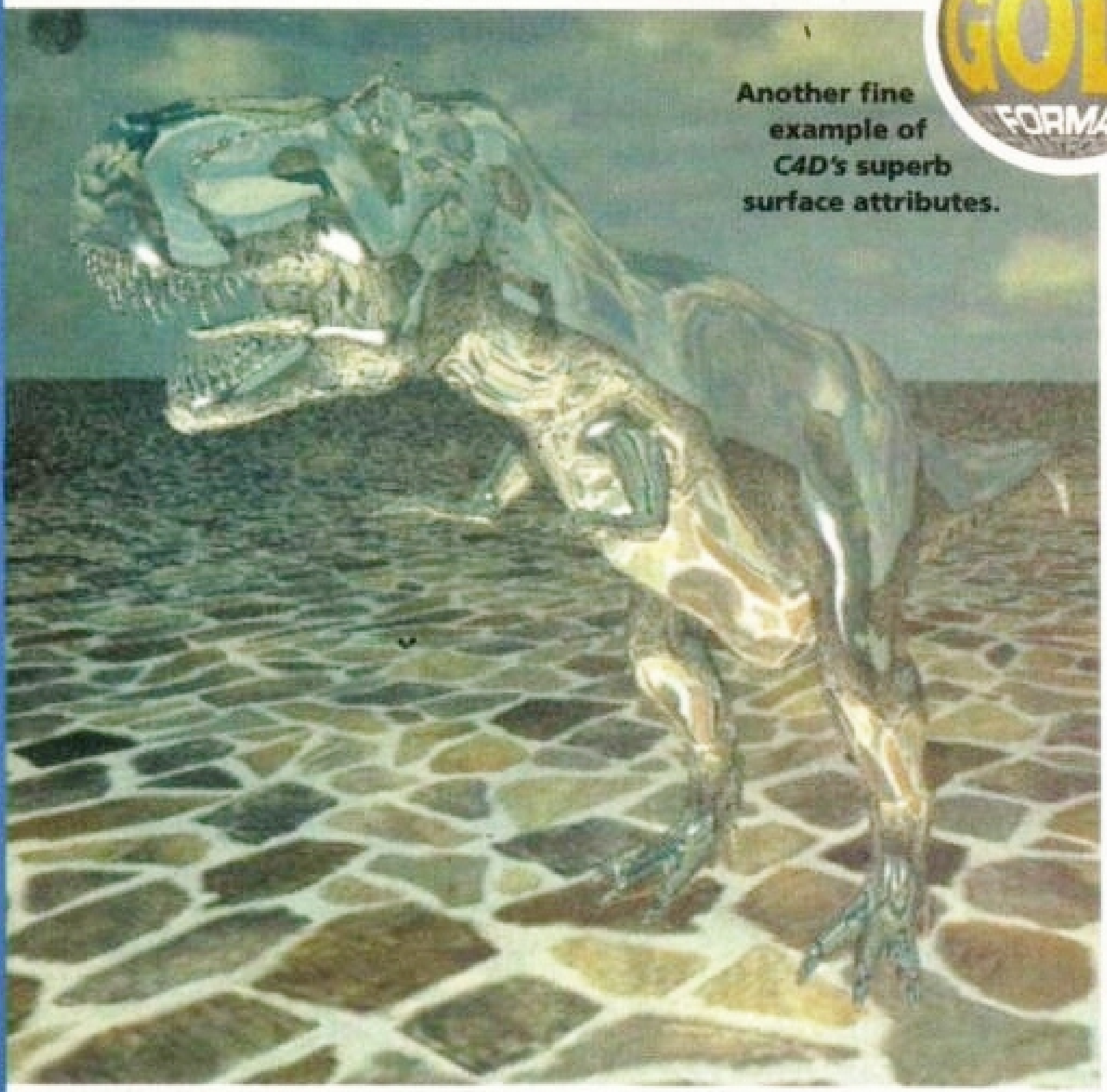
Things like being able to open and access several windows at once, separate renderers to save memory, automatic saving of scenes if the program crashes and a great expansions feature that enables you to add new tools, or even create a library of commonly used objects. This may well be the product to lead the restoration of the Amiga's graphical supremacy.

SEE FOR YOURSELF

If this review has you thirsting for more on this excellent 3D program, you'll be glad to know you can try out a demo version of C4D for yourself. It's available for downloading from CIX in the Directory Amiga/5listings.



Cap'n there are Klingons on the starboard bow, or is that port?



Another fine example of *C4D's* superb surface attributes.

AMIGA GOLD FORMAT

CINEMA 4D 2.1

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£199.95

SYSTEM REQUIREMENTS
Workbench 2, 3Mb of RAM and a hard disk.

SPEED ●●●●
While not blistering fast, it's difficult to think of many faster renderers.

MANUAL ●●●
The manual does a good job of covering the huge array of features, but could go into a little more detail.

ACCESSIBILITY ●●●●●
Ah, this is how a 3D program should be made – configurable, accessible and no switching screens nonsense.

FEATURES ●●●●
The only significant feature this program lacks is procedural textures, but hopefully not for long.

VALUE ●●●●●
There is no program on any platform that can provide such power and ease of use for this price.

"This could be the product to lead the restoration of the Amiga's graphical supremacy."

93%

NEW TITLES

NEW GAMES

G670 **AMAZON CARDS** Body buidling babes. For K.Deluxe III.
G671-673 (3 disks) **HELSINKI FORCE 1** 2 Player beat-em-up. AGA.
G674 **STRIKE COMMANDER** Jet figher dog fighting game.
G675 **TRAIN DRIVER v1.3** 3D train driving game. More interesting than the name suggests. Not WB 1.3.
G676 **DELUXE GALAGA v2.6c** New version of the most fantastic shareware shoot-em-up on the Amiga. AGA only.
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G679 **WHEEL OF FORTUNE v2** Shareware version of the TV show.
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G691 **SUPER SKIDDY THINGS 3** Fantastic ice skating racing game for 2 players. Very original and playable.
G692 **TRAP 'EM** Shareware demo version of a very entertaining platform game. Well worth getting hold of. AGA only.
G693 **CHECKERS CONQUEST 2** Very challenging 1 or 2 player Draughts game. Looks cool too. Not WB 1.3.
G694 **MANGLED FENDERS - COMBAT EDITION** Brilliant 6 tank blast and smash em up event. Not WB 1.3.
G695 **POWEROIDS** Raytraced shareware Asteroids game. AGA only.
G696 **SPEED DEMO** Great supersprint style racer.
G697 **STAR CARDS** Celebrity nudes cardset. For K.Deluxe III. 18.
G698 **MINE RUNNER** Cool Lode Runner clone. Good playability.
G699 **VCHESS v3.4** Computer chess game with a CPU opponent strength to match commercial chess programmes. Not WB 1.3.
G700-701 (2 disks) **AUTOMOBILES V1.5** Fantastic overhead 1 to 4 player racing game. A bit like Skid Marks.
G702 **FRUIT MANIA** Excellent Fruit machine game with plenty of bonuses.
G703 **INFO CLONE 1.4** classic Infocom style text based adventures.
G704 **DR STRANGE 2** This is the best looking platform PD game ever. Superb stuff.
G705 **EGG SCRAMBLE** Demo version of a brilliant sharware arcade romp.
G706 **DUCK DODGERS** Neat platform blast and collect-em-up.
G707-G708 (2 disks) **RIAMEL** Very polished Ultima style role playing game. Demo version. 1.5 meg required.
G709 **GRAPHIC WB REKO** Klondike Deluxe 3 cardset.
G710 **GRAPHIC WB REKO 2** Klondike Deluxe 3 cardset.

NEW UTILTIES

U784 **ZXAM SPECTRUM EMULATOR 2.0b** AGA only.
U787 **STAR WARS & STAR TREK REAL 3D OBJECTS** Some objects to get your started.
U788 **HOUSE HOLD REAL 3D OBJECTS** Furniture and other bits and pieces found around the homestead.
U789 **ULTRA ACCOUNTS 2.0** Excellent accounts package for your domestic home accounts. Shareware.
U790 **MEGA CHOICE 1** Useful utility compilation.
U791 **MEGA CHOICE 4** More utils compiled by Team 19.
U792 **COP THE LOT PRO** Very well programmed lottery software.
U793 **LOTTERY PRO** Yep, another one of you know what. Good.
U794 **FUBAR UTILITY DISK 1** Utilities plus Batman clipart and Magic Workbench icons.
U795 **SPLATTER PAINT** Interesting paint programme, ideal for abstract artists. Not WB 1.3.
U796 **FINANCIAL ACCOUNTS v1.2** Shareware small business and personal accounts package.
U797 **TEXT ENGINE V5.0** New version of this spectacular word processor with integrated spell checker. Not WB 1.3.
U798 **AMI BROKER 1.3** Stocks and shares analysis prgramme and portfolio management. Hard Drive Required. Shareware Not WB 1.3.
U799 **FINANCIAL ACCOUNTS V1.2** Full featured personal finance management software, Shareware.
U800 **MAGIC 64** Very functional and easy to use Commodore 64 emulator. Includes a selection of games. AGA only.
U801 **ATAPI** Shareware IDE drivers for connecting IDE CD Rom drives to the A1200. Hard drive required.
U802 **MUSIC LINE EDITOR 1.14** Powerful and flexible music editor with real time effects. Upto 8 channels. Not WB 1.3.
U803 **NOTE BOOK vol 1** Address book, appointment and automatic schedules, etc... Computer filofax.
U804 **DOSMAN** Complete synopses of the entire C: dir commands.
U805 **ENLOCK 1.4** Hard drive protection password system. AGA.
U806 **MR BACKUP PRO v2.20** Shareware hard drive back up system.
U807 **REMDATE II** Well put together calender and date reminder programme. Battery backed clock reqiired.
U808-809 (2 disks) **GRAPHIC WORKBENCH 2** Places the images of your choice as workbench backdrops. AGA only.

NEW DEMOS

D291-292 (2 disks) **CONTROL** Superb demo showing the graphics ability of the AGA machine. Textured map heaven. AGA only.
D293-294 (2 disks) **ABSTRACT** heavy duty demo. 6 Meg required. Hard drive required. AGA only.
D295 **JULIET AND CASE** This is one amazing piece of work. Don't miss it. AGA only.
D296 **BAYGON** By Melon Dezign. Weird and wonderful. AGA only.
D297 **PLANET M** Imaginative Melon Dezign mish mash. AGA only.
D298 **ALIEN - SCOOPEX** Planty of different routines. AGA only.
D299-300 (2 disks) **ISO** Loads of great 3D effects by Spoopex. AGA.

NEW MISCELLANEOUS

E112 **GREAT BRITAIN ALMANAC** An interesting rough guide to all the counties and regions in England, Wales and Scotland. Not WB1.3.
E113 **WORLD ALMANAC** A to Z of countries of the World. Not WB1.3.
E114 **FRENCH TUTOR** Multimedia based tutor.
E115 **BASIC ELECTRONICS v1.1** A beginners guide.
E116-117 (2 disks) **BASIC ELECTRONICS v1.5** A beginners guide.
T97 **ZX FILES ISSUE** Disk mag for Speccy emulator and Spectrum computer enthusiasts. Not WB 1.3.
T98 **WHITBY AMOS CLUB DISK MAGAZINE** Special edition of this fine AMOS coded disk magazine for Amos programmers. AGA only.
T99-100 (2 disks) **CHEAT - CHECKER** Huge database of game cheats and hints. Hard drive required. Not WB 1.3.
T101 **SIMPSONS GUIDE A** comprehensive insight into the Simpson murder trial. Pictures and text.
T102-103 (2 disks) **WORD 7** Latest issue of NFA's disk mag.
T104-T105 (2 disks) **OJ STUFF** More OJ Simpson trial text and pictures than you can shake a blood soaked glove at.
A186 **DOOM MORF** Characters from the game morph from one to another. AGA only.
T106 **SWEET CHEATER 1.4** Cheats and hints for over 950 games.
T107 **HARDWARE PROJECTS** A load of DIY amiga orientated projects. Documents are archived in LHA.

NEW SLIDESHOWS

S274 **BIG GIRLS** Glamour slides. Over 18's. AGA only.
S275 **BABYLON 5 SLIDESHOW** From the Sci Fi TV series. AGA only.
S276 **PHEOBE CATES SLIDES** The film star. AGA only.
S277-S278 (2 disks) **RED DWARF SLIDES** Great piccies from the cult series. AGA.
S279-S280 (2 disks) **MANGA GIRLS 3** Cartoon babes. AGA only.



GAMES

G630 **CODE NAME NANO DEMO** Thrust sytle arcade puzzle game. AGA only.
G631 **NIMBLE** Original shareware puzzle game.
G632 **SUPER DRIVE** Overhead racing game. Plus other games.
G633-634 (2 disks) **BLACK DAWN 5 - A NEW BEGINNING** Next in the series of Dungeon Master style adventure games. Shareware.
G635 **EXCELLENT CARD GAMES III** Compilation of five shareware card games. AGA only.
G636 **GRIBBLE** Not exactly a game but a stress relief programme allowing you to eliminate a cartoon version of someone you hate.
G637 **APATHY v1.9** Executive toy programe with over 50 functions.
G638 **BATTLE WORM v0.8** Light cycles style game.
G639-640 (2 disks) **DNX** The race for evolution. Playable demo of an amazing 3D shoot-up-up. AGA only.
G641 **DARK ANGEL** Futuristic shoot-em-up that looks and plays something like flashback, WOW! Playable demo version.
G642 **SOLVASQUARE** Sliding puzzle HAM picture game.
G643 **GALLEONS** From the author of the superb Last Lap. 2 player marine warfare.
G644 **SKID RACER** Smooth scrolling overhead micro machines style racing game.
G645-646 (2 disks) **DATA STORM** Well throughtout and produced sci-fi dungeon master style game. Shareware.
G647-648 (2 disks) **COURSE ANGLER** Shareware game for fishing fanatics. All the fun of the sport without the hassles.
G649 **THE DEVIL'S ABODE** 3D horror adventure set in a grave yard. Shareware. AGA only.
G650 **ZOMBIES** Alien Breed type shoot-em-up. AGA only.
G651 **ENDURANCE DEMO** 3D Construction Kit game. AGA only.
G652-653 (2 disks) **ACT OF WAR MISSION HELPER** Extra help on how to produce your own maps with the registered version.
G654 **WIRED CHAOS v1.45** Light cycles game for 1 to 4 players.
G655 **FEARS JUNE PREVIEW** Another playable demo of this doom clone, more weapons and more fun. AGA only.
G656-657 (2 disks) **SEVERED HEADS** Text graphics adventure game with a horror theme. Very good.
G658 **WARGAME PROCESSOR** At last a full featured wargame in the public domain. Includes mission editor. Hard drive required.
G659 **PANIC SOCIETY** Humourous point and click graphic adventure set in a Big Brother future led by Hilary Clinton. Hard Drive needed.
G660 **BLACK KNIGHT** Fruit machine game. Shareware.
G661-664 (4 disks) **INNER DEMONS** Spooky horror adventure game. From the the author Child Murderer.
G665 **KYLIE MINOGUE CARDS** Cardset for Klondike Deluxe III.
G666 **KATHY IRELAND CARDS** Cardset for Klondike Deluxe III.
G667 **VT CHICKS CARDS** Cardset for Klondike Deluxe III, Over 18's.
G668 **DREAM CARDS** Cardset for Klondike Deluxe III. Over 18's.
G669 **DREAM 2 CARDS** Cardset for Klondike Deluxe III. Over 18's.
G443-G444 (2 DISKS) **CHANEQUE** Brilliant Lemmings style platform puzzle game reviewed last month. Very addictive.
G511-G513 (3 DISKS) **CARD GAMES DELUXE** Uses the Klondike card sets. Video Poker and Black Jack. 3 Meg required. AGA only.
G518 **CARNAGE** Superb 2 player blaster. Play split screen, null modem link between two computers or via modem. Not WB 1.3.
G514 **VENUS CARDS** Glamour cards for Klondike Deluxe 2 or better.
G516 **MARILYN 2 CARDS** For Klondike Deluxe 2 or better.
G519-G522 (4 DISKS) **CHILD MURDERER AGA** Sinister horror text/graphic adventure set in victorian times. AGA only.
G523-G525 (3 DISKS) **CHILD MURDERER ECS** The above adventure game for non-AGA Amigas. Avoid is easily scared. Not WB 1.3.
G556 **WHEEL CHAIR GLADIATORS** Up to 4 player beat-em-up with plenty of weapons. Not WB 1.3.
G557 **INDYCAR CHALENGE** Racing team management game.
G564-G573 (10 DISKS) **CLASSIC C64 GAMES** Full to the brim with famous Commdore 64 games of yestayear. Requires C64 Emulator.
G575 **SPRING TIME** Ingenious 3D arcade puzzle game.
G576 **DIAMOND CAVES 10** Neat Boulder Dash game. AGA only.
G577 **MASTER BLASTER 101** 2 Player Dynblaster clone.
G579 **PLAYBOY CARDS** For Klondike Deluxe.
G580 **TANKS** 3D vector graphics 2 player shoot-em-up.
G615-G616 **SUPER COMBAT 3** 2 player split screen combat game. Mission objectives for each level and loads of weapons. AGA only.
G620-G625 (6 DISKS) **KLONDIKE DELUXE 3 DISK VERSION** This version no longer requires a hard drive, but does need 4 meg of memory. AGA only.
G628-G629 (2 DISKS) **SKIDMARKS 2 CARS** new cars for Super Skidmarks. Toyota Supra, Land Rover, Truck, Wheel Chair. AGA only.
G606 **GLOOM DEMO** Playable Doom clone game. AGA only.

UTILITIES

U753 **BOOKIE BEATER** Betting tool to help maximise your winnings. Can be used with just about every betting sport.
U754 **AUTO STEREOGRAM v4b** The best version around? Demo.
U755 **WORKBENCH 2 HD INSTALLER** The easy way to install Workbench on your hard drive. Kickstart 2 only.
U756 **WORKBENCH 3 HD INSTALLER** Kickstart 3 only.
U757 **TOOLS DAEMON v2.1** Add your own pull down menus to Workbench. Eg. an easy way to access programmes. Not WB 1.3.
U758 **MAGIC WORKBENCH V1.2P** Updated version of the original Magic Workbench. Not WB 1.3.
U759 **POWER CACHE v37.115** Increase hard drive read and write performance. Shareware. Not WB 1.3.
U760 **DESKTOP MAGIC** Modular screen blanker with sound sampes.
U761 **SNOOPDOS v3** Monitors all the Amiga's operations to give an insight into problems with loading software etc. Not WB 1.3.
U762 **AIBB v6.1** The ultimate Amiga performance tester.
U763 **CHECK IT OUT v1.02** Personal accounts manger. Shareware.
U764 **DISK MON TOOLS** Tools to repair, optimise HD's. Not WB 1.3.
U765-766 (2 disks) **TOOLS MANAGER v2.1** Customise your Workbench with desktop menu strips. Hard drive needed. Not WB1.3.
U767 **SPONDULIX v5** Shareware personal accounts programme.
U768 **MAP DESIGNER v2A** Shareware.
U769 **EDWORD PRO 5** Powerful shareware text editor. Not WB 1.3.
U770 **WORD 2.3** Spell checker add-on for GOLD ED. HD required.
U771 **VMM & VMEM** Virtual memory software for Amiga's with and without MMU's. 68020 or 68030 processor or better required.
U772 **SUPER DARK v2.1A** Modular screen blanker. Not WB 1.3.
U773-774 (2 disks) **THE COMPLETE VIDEO TEST SYSTEM** 20 test patterens to evaluate, troubleshoot or compare video equipment.
U775 **LOTTERY NUMBERS v1.1** Another one of those predictors.
U776 **FORMULA ONE INFORMATION SERVICE v2.2** Shareware database for storing the F1 season results.
U777 **VARK'S CLI UTILITIES no.8** The latest mass collection of utils.
U778 **ORGINISER BIT'S** Extra supplements for Digita Organiser.
U779 **MOSAIC v1.2** World Wide Web client. MUI required.
U780 **GRAPEVINE** Internet Relay Chat client.
U781 **SUPER DMS v2** Interface for DMS. DMS included. Not WB 1.3.
U782 **LOTTO LUNACY v5.1** The best freeware Lottery programme.
U783 **DISK CATALOGUER** Scans your DOS disks and keeps the information in a database. Shareware.
U784 **ZXAM 2.0b** New version of the Spectrum emulator. AGA only.
U785 **DIRECTORY OPUS 5.0, 5.01 > 5.11 UPDATER** Updater disk.
U786 **SHAPE SHIFTER** The software Macintosh Emulator. Mac ROMS and OS required. Not WB 1.3.

U689 **PC TASK 3.1 DEMO & PC TASK 3.0 > 3.1 UPDATER** Useable software based PC emulator demo. Plus updater for full version of PC Task. Not WB 1.3.
U692 **PROTITLER 2.1** Powerful shareware video titling application. Subtitles, headlines, scrolling cast lists. This does the lot. Not WB 1.3.
U693 **DELITRACKER II** Hi fi style music module player. Supports over 100 different formats. Not WB 1.3.
U694 **PARNET HARD DRIVE 1.4** Amiga to Amiga/Amiga to CDTV/Amiga to CD32 (SX1) parnet software. Easy to use. Not WB 1.3.
U695-U697 (3 DISKS) **ARCHIVING KIT** Lha, Lzx, Tar, Zip, Zoo, Dms, Arj, UUencode.
U698 **MAGIC DIRECTORY OPUS COMPANION** Adds extra features.
U699 **METEAFORM TUTORIAL** For Lightwave.
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U701 **VIC 20 EMULATOR** Plus 20 games to try out.
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U748 **LIBRARYS AND DATATYPES** 47 of them. AGA only.
U704 **AMIGA TO PSION** Connect your Amiga to Your Psion Palmtop.
U705 **NATIONAL LOTTERY WINNER 2.0** Not WB 1.3.
U709 **MORE HARD DRIVE GAME INSTALLERS** Alien Breed II ECS, Apache, Apocalypse, Arcade Pool, Assasin, Bill's Tomato game, Body Blows 2 AGA, Crash Test Dummies, Cyberpunks, Elfmania, Fantastic Dizzy, Kick Off 2 AGA, Lotus 3, Man United Premiere League Champions, Muzzy, Naughty Ones AGA, Pierre Le Chef, Trolls AGA, Ultimate Pinball, Zool AGA.
U710 **DISK STIK V1.1** Handy program for printing 3.5" disk labels.
U711 **PRO PAGE V2.1 HELP DISK** Tuition.
U712 **PRO PAGE TEMPLATES** Templates for cassette sleeves, disk box dividers, video spines etc. Plus a load of genies.
U713 **APLAYER 1.21** Brilliant, convenient multi-tasking module player. Not WB 1.3.
U714 **COLOUR WB** Change the look of your workbench icons with these better looking replacements. AGA only. Hard Drive Only.
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U718 **ART PRO** conversion and processing package. Supports main popular formats plus datatypes. Not WB 1.3.
U719 **TEXTURE STUDIO v1.01** Texture editor for Imagine 3. Many super mapping features. Shareware. Require FPU. Not WB 1.3.
U720 **AMIGADOS GUIDE v1.5** Learn about the Amiga DOS commands, the Amiga Dos applications and what those errors mean.
U721 **PROTECTOR** File encryption programme.
U722 **BALLS** Super lottery numbers programme. Generates random selections and can calculate numbers by examining the database of past winning numbers. AGA only.
U375 **BBC EMULATOR** And very good it is too. Not AGA.
U723 **HARD DRIVE GAME INSTALLERS 3** Uridium 2, Trolls ECS, Super Stardust, Shadow of the Beast 3, Skidmarks 2, Skeleton Krew, Arnie 2, ATR, Beneath a Steel Sky, Bump & Burn, Fastback, Kings Quest 6, Lion King AGA, Mortal Kombat 2, Naughty Ones ECS, Parasol Stars, Rise of the Robots, Rock & Roll, Sensible World of Soccor, Shadow Fighters ECS. Not WB 1.3.
U724-U725 (2 disks) **MAGIC WB ICONS 6** More icon replacements.
U726-U727 (2 disks) **MAGIC WB ICONS 7** More icon replacements.
U728-U729 (2 disks) **MAGIC WB ICONS 8** More icon replacements.
U730-U731 (2 disks) **MAGIC WB ICONS 9** More icon replacements.
U732-U733 (2 disks) **MAGIC WB ICONS 10** More icon replacements.
U734-U735 (2 disks) **MAGIC WB ICONS 11** More icon replacements.
U737 **SET-UP PROCEDURES** How to set up self booting dos disks. Several useful utilities included to aid the task.
U738 **GFX LAB 24** Image processing programme catering for 24 bit images. Jpeg, GIF, Targa, Ham 8, IFF, etc.. AGA only.
U739 **VIRUS WORKSHOP v5.1** Latest version of this extensively featured virus killer. Not WB 1.3.
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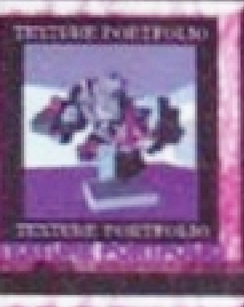
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The compact design belies the power of the Edit Plug.

Edit Plug

Good things come in small packages. They don't come much smaller than the innovative Edit Plug edit controller from KRP. Steve McGill dons his director hat.

William Gibson said "The street has its own use for things" in the book Burning Chrome.

And if ever there was a man who personified the philosophy of the street, he is Lithgo Wilson, owner and founder of Glasgow-based KRP Video Services.

Since the inception of his company, he has been championing, tweaking and exploiting the inherent creative potential that lies in the heart of camcorders, video decks and video mixers.

The integral driving force behind his energy and success has been the Amiga and the multitude of uses he's managed to wrest from it.

Take the KRP Edit Plug. Modest in appearance – it looks a bit like "My First Maplin Construction Kit" – it packs the potential to transform anyone's video footage from bumbling embarrassing amateurism to slick polished professionalism.

But first, more is needed in the way of explanation.

Housed in a small plastic casing which plugs into and dead-ends the parallel port, there are two versions of the Edit Plug. The first will control three machines: two source video decks and one video recorder. The other adds the luxury of video mixer control too – opening up the possibility of true A/B roll editing.

BURNING FOR ACCURACY

The software supplied with the Edit Plug lets genlock owners exploit the hardware giving the user power unheard of using domestic video decks.

Working on a simple principle, the editor copies the original raw footage on to another tape, but first routes the video signal through a genlock. The software displays a clock which counts in hours, minutes, seconds and frames. This clock is 'burned' into the copy and therefore marks every frame with its own individual time stamp.

From now on, the editor works with the copy and views the footage at his leisure and notes down the 'in' and 'out' times from each scene. These figures can be typed straight into an edit list. When this list is triggered, the software directs the source deck to search out each scene and copies it in sequence on to the recorder.

The sequence of copied scenes makes up the 'rough' of the production. The editor can make up his own mind whether the production works or not.

With the Edit Plug, Linear Time Code or RCTC can be used. Depending on the decks used, RCTC opens up the possibility of edit accuracy to the frame.

EDITING LIKE A GOODFELLA

Even Martin Scorsese had to start somewhere. At its most basic level, video editing requires the editor to select footage they like and copy that footage to another deck. This copying is carried out a scene at a time and is the basic building block in the craft of editing.

Say, for example, you had shot some footage of someone lying dead on the ground, covered in blood, and someone firing a gun.

By copying the footage of the gun being fired on to the tape first and then following it with the footage of the dead person, anyone viewing the new 'edit' would assume that the person lying on the ground had just been shot by the person firing the gun.

This is part of the subtlety and excitement of editing. The Edit Plug can open this exciting field up to you.

The source machines must have a compatible consumer edit terminal. Namely, a terminal compatible with the Panasonic 5/11 pin or Sony Lanc protocols. If you're not sure about whether your equipment fits the bill, contact KRP.

The recording machine can literally be any video recorder controllable from infra-red – that is, 99 per cent of recorders presently in the home. Alternatively, and preferably, the recorder can also be controlled through an edit terminal if available.



All of the Edit Plug's features are accessed from this screen.

In effect, the minimum amount of equipment you need to shoot your own footage and edit it in a professional manner is a camcorder sporting an edit terminal, a video recorder, an Edit Plug and an Amiga.

The real beauty of a set-up like this is that it can continually be upgraded without putting the rest of the equipment out of kilter.

The main criticism of the Edit Plug lies with the software. While undoubtedly powerful, it's not the friendliest in the world to use. The manual, while comprehensive, assumes that the potential editor already has significant knowledge of video decks. The above two problems mean that learning times are longer than you'd expect by today's standards.

Nevertheless, with perseverance and patience, nothing can touch the KRP Edit Plug for flexibility and power. Considering that the price of Hi-Band video equipment (Hi-8mm and S-VHS) is falling all the time and that these standards are of acceptable broadcast quality, anyone who wants to exploit the potential that will arise with the advent of cable TV should be thinking about buying an Edit Plug now.

EDIT PLUG

DISTRIBUTOR
KRP Video Services
0141 762 2510

PRICE
£120 (£150 for four machine version)

SYSTEM REQUIREMENTS
Any Amiga. Expanded Amigas preferred.

FLEXIBILITY ●●●●
Will work with all current domestic formats. Excellent.

MANUAL ●●●
Comprehensive, but not the friendliest in the world.

ACCESSIBILITY ●●●●
Takes time to get to grips with, but this power is worth working for.

FEATURES ●●●●●
The scope for tailoring the software to work in perfect harmony with your video equipment is awesome.

VALUE ●●●●●
Tremendous value. Will probably fulfil all of your requirements until you decide to turn pro.

"Budding Tarantinos, take note. The Edit Plug puts the Amiga in the driving seat when it comes to creative video power."

87%

Power Super XL drive


It performs well, but doesn't offer much use above the standard XL drive.

With new innovations in the storage market, does the new 3.5 inch Extra High Density drive offer too little too late? David Taylor finds out.

One of the Amiga's handicaps has been the exclusion of a High Density drive from all but the high-end models. Power Computing solved this by creating the XL drive that offered an external HD drive that was easy to attach and use.

They've now released a new drive, which in addition to reading the standard Double Density (DD) and the High Density (HD) disks, can also read Extra High Density (ED) disks.

The drive itself looks like any normal external floppy drive. It simply plugs into the external port, but in order to read anything other than DD disks, it requires you to install a small piece of software. This is easily done, because the software comes with a competent installer.

The software consists of a small CLI command that is placed in your C: directory and called from a new line, which is inserted at the very start of your startup-sequence. When you cold boot, the software installs and reboots the machine, which behaves as normal from then on. If you soft re-boot, it doesn't need to do this double-boot, as it were.

However, every single time you boot, it does flash up a message that it is installed in a Shell window. There is no way to stop this or re-direct it to nil:. The original XL drive did this as well, but a patch was written and placed in the PD that allowed you to shut it up.

Hopefully, one will be made for this as well. Why? Well, if you've got a lovely startup sorted so that the Shell window never appears, your machine boots up a bit quicker.

So it's annoying to have that blown by a small piece of software that you know is in there and don't want reminding about every time. It's not a problem, but it's irritating if, like me, you re-boot at very regular intervals.

The drive performs pretty much as you'd expect. If you insert a DD, HD or ED disk, it recognises the format and reads it as such. If you try to format a disk, it will automatically format it to the correct density. This means 878K for DD, 1.76 for HD and 3.43 for ED.

Writing 3Mb to floppy disk takes quite some time, which leaves you ample time to contemplate exactly what the use of the drive is. The ED disks were a short-lived phenomenon on the PC and it's easy to see why. The disks themselves are costly – you're lucky if you can find them for £2.50 per disk.

In fact, you're lucky if you can find them at all. Because the drives are so rare, no high street computer shop stocks the disks and you'll need to order them specially. In addition, if you get an error on a disk, re-copying the data all over again will drive (excuse the pun) you to despair.

With the cost of real mass storage media falling, the ability to use ED disks is not going to astound you. If you have some desperate desire to store lots of sets of 3Mb, then here you go.

If you're looking for a realistic solution to storage problems and want a useful set-up that offers good value for money, then there are better ways to spend your money. The normal XL drive will allow you to use HD disks, which is pretty indispensable for serious users, and the money you save can be put towards something with more to offer, like the Zip drive.

The Super XL can't be criticised for what it does, because it performs as specified. However, floppy disks are of limited appeal nowadays and with more interesting media arriving, we don't need to resurrect an defunct one.

POWER SUPER XL DRIVE

DISTRIBUTOR
Power Computing 01234 273000

PRICE
£129.95

SYSTEM REQUIREMENTS
Workbench 2+

SPEED ●●●
Normal floppy speed – copying 3Mb is tedious

MANUAL ●●●
What do you need to know? Plug in and install the patch.

ACCESSIBILITY ●●●●
Can you plug in a joystick? Then you'll be fine.

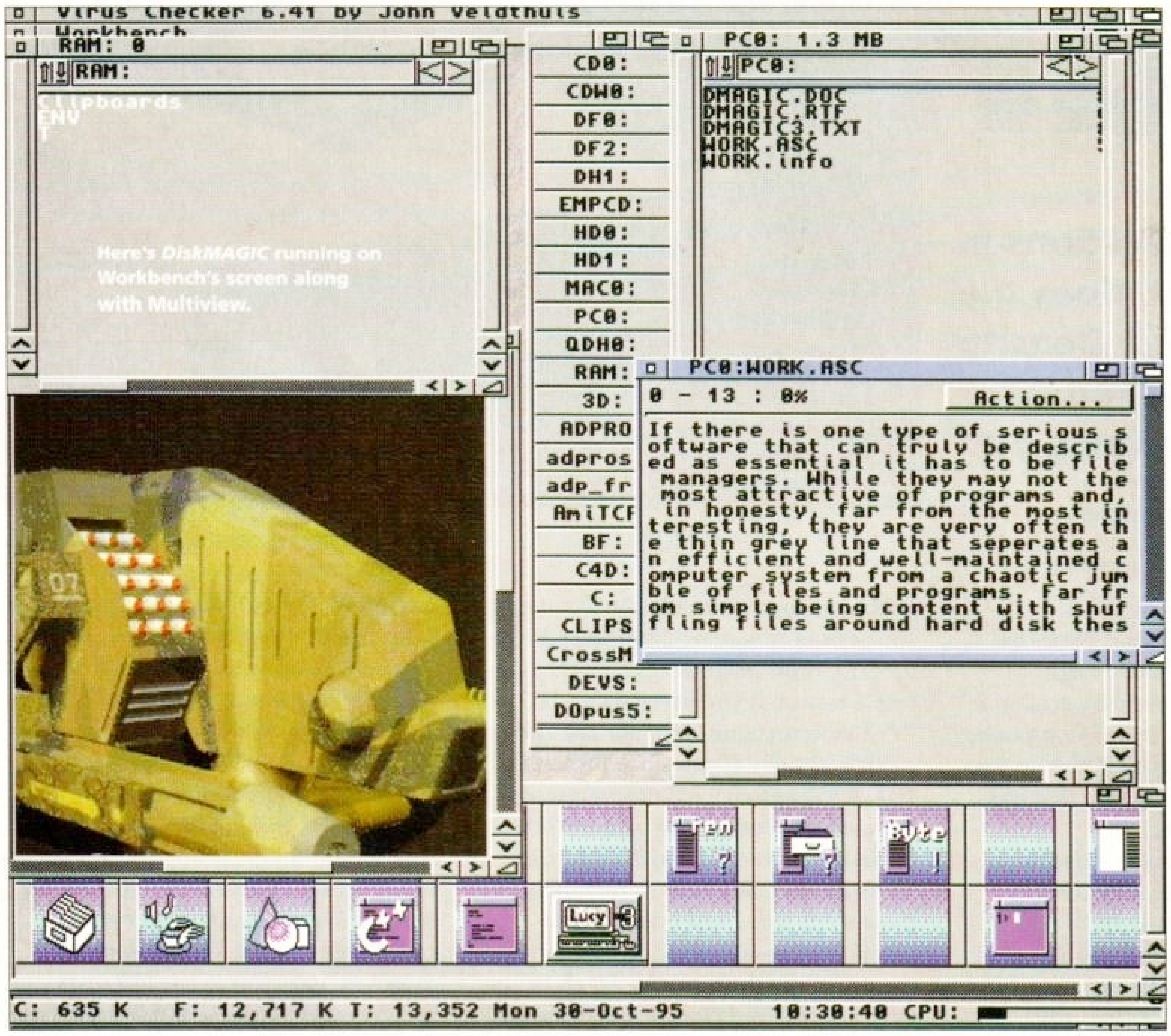
FEATURES ●●●●
The auto-recognition and use of the three different densities is impressive.

VALUE ●
Far too much money. Disks are expensive. The normal XL far out-values this drive.

"It works fine, but the extra density offers little and costs lots."

75%

DiskMagic



Here's *DiskMAGIC* running on Workbench's screen along with Multiview.

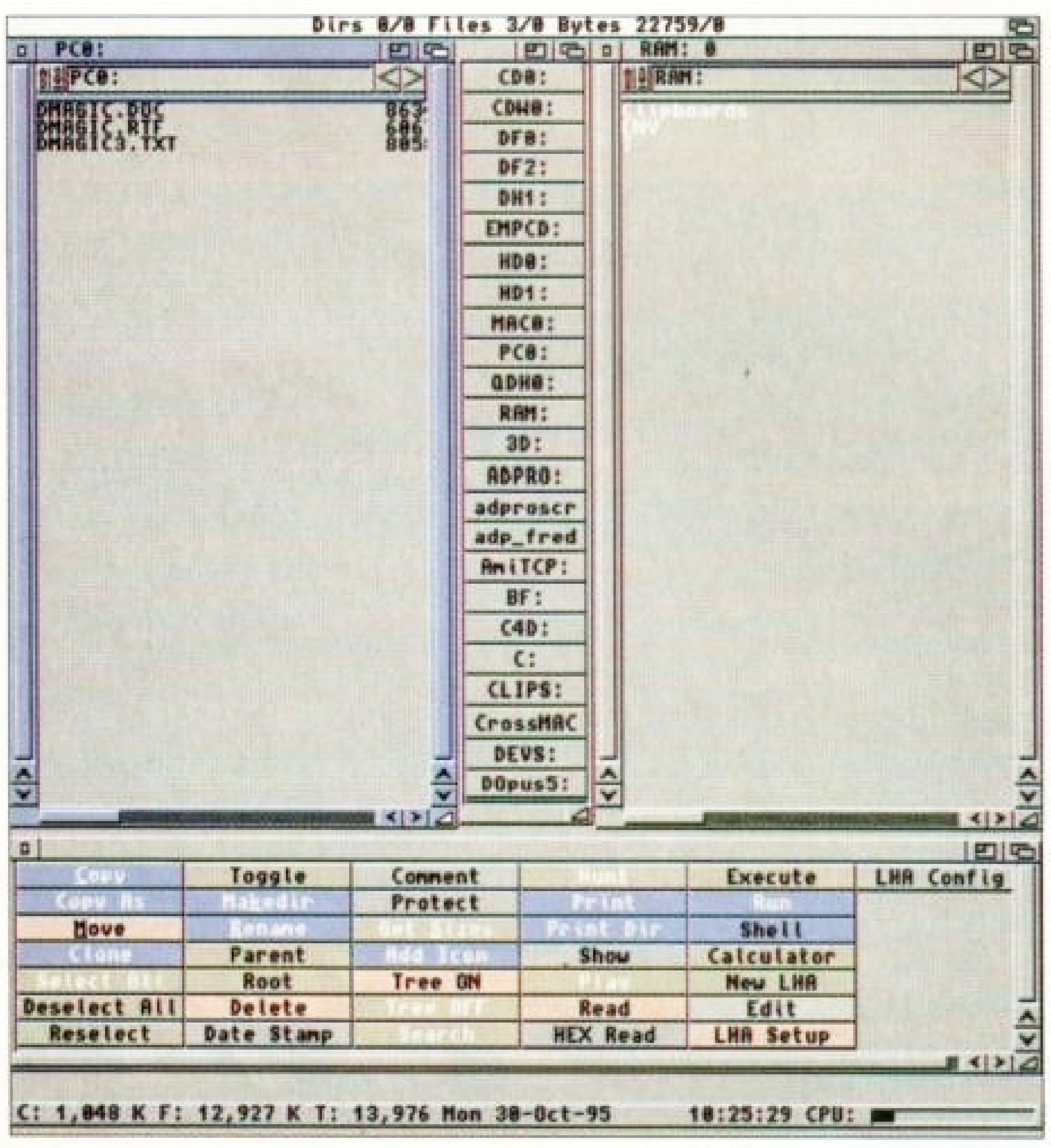
If there is one type of serious software that can truly be described as essential, it has to be file managers. Graeme Sandiford gets organised.

While file managers may not be the most attractive of programs and, in honesty, far from the most interesting, they are very often the thin, grey line that separates an efficient and well-maintained computer system from a chaotic jumble of files and programs. Far from simply being content with shuffling files around the hard disk, these programs have evolved into a general centre of activity from which a user can perform all manner of useful tasks more easily and without having to switch back and forth between applications.

DiskMAGIC is the latest such program to join this market - a market that has only just seen an attempt by InfoNEXUS to break the almost total monopoly of Directory Opus 5. As Directory Opus has its overwhelming power and InfoNEXUS its simplicity, it would only be natural to ask what has *DiskMAGIC* got to offer that the others haven't? Well, *DiskMAGIC's* most distinctive feature is the control you have over the way it appears.

By default, *DiskMAGIC's* interface is very much the same as Directory Opus 4 and InfoNEXUS with two main directory windows to the left and right of the screen and the row bank at the bottom. However, as with several PD programs, *DiskMAGIC* also has a device list running down its centre, which provides the user with easy access to frequently-used drives or assigns.

However, the major difference is that the button bank at the bottom of the screen is filled with large graphical icons which are called gadgets in the manual. Although, logically, this system should work well, I found it took a while to get used to.



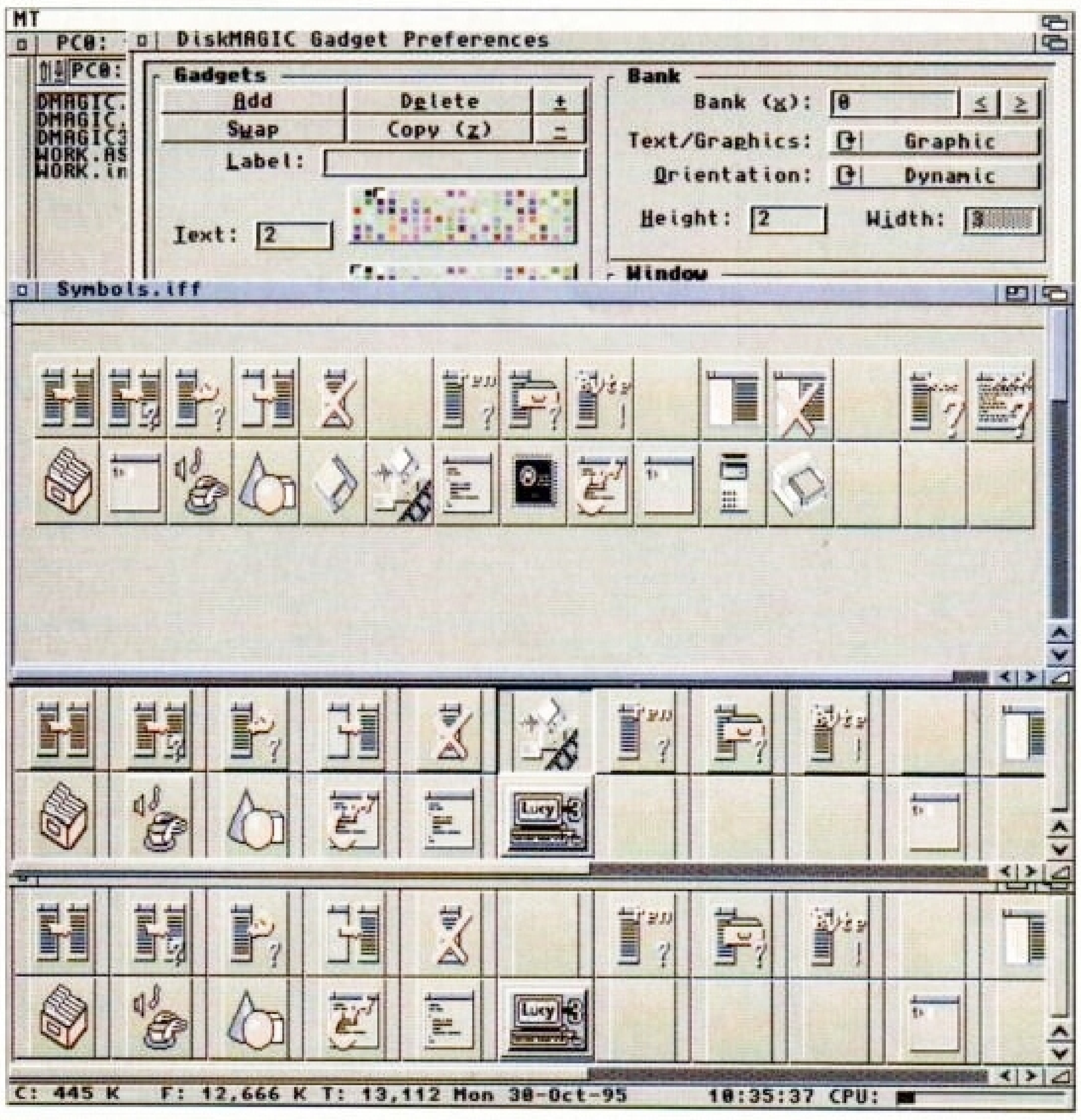
If you find all those large icons confusing, or think they are far too exciting, you can use the text viewing mode instead.

If the gadgets are not to your liking, you can use the Gadgets Editor to change their appearance. It can also be used to assign internal functions or programs to a button. You can create your own icons by loading an IFF picture and cutting out a brush to serve as the icon. This way you can discern a button's function more easily. However it would have been better if the program could have loaded a program's icon so that you don't have to make one yourself. The quickest way around this is to take a snapshot of your Workbench screen with the programs you want to add displayed.

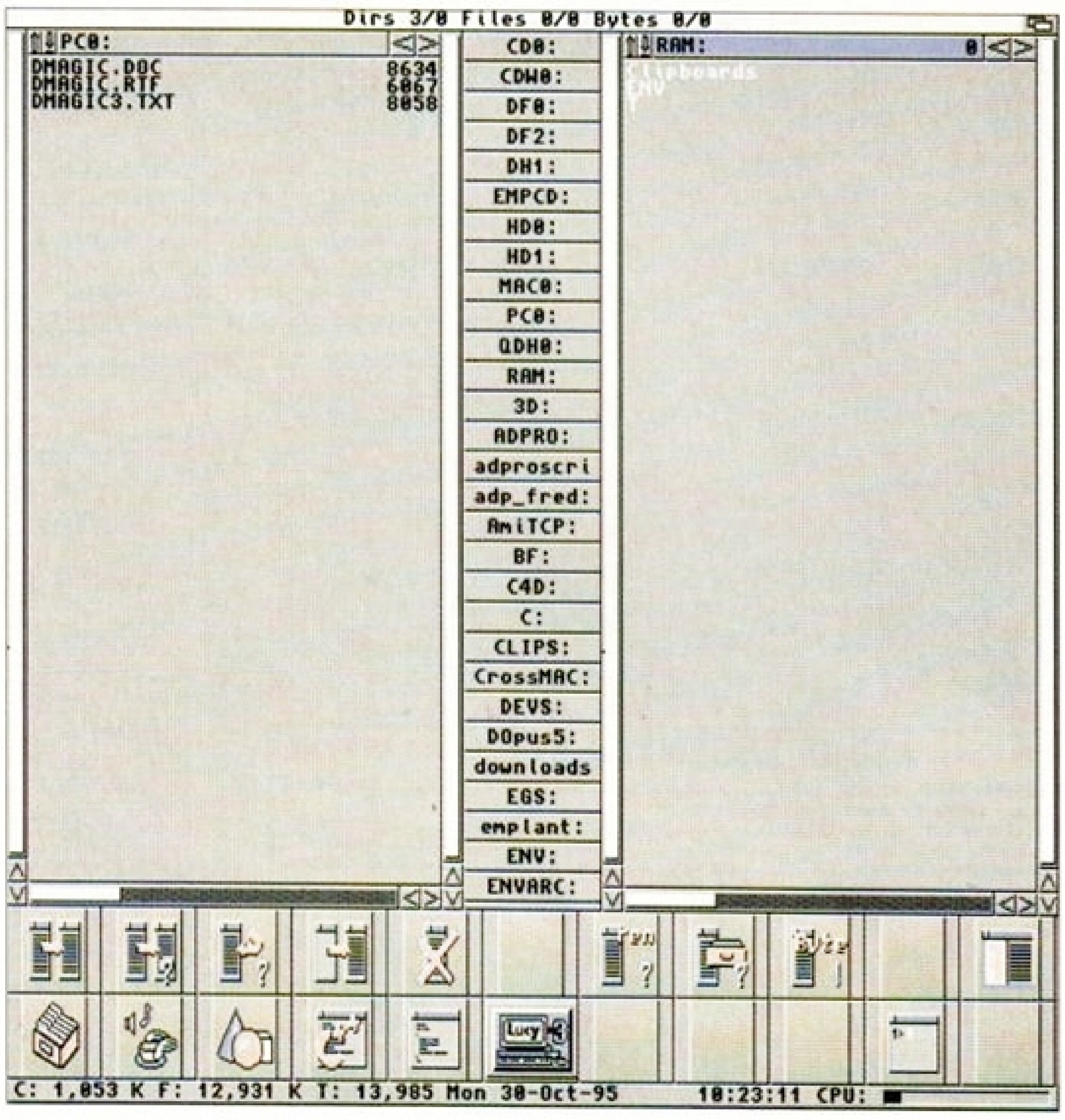
However, this is not the limit of the program's customisation since it has 16 different editors to change certain aspects of the program's operation or appearance. Obviously, we can't go through each one, so I'll just mention the main ones.

The first on the list is the Device Editor, which enables the creation of a list of devices and assigns that you want to be on the main screen's device list. Using it is simple – you add new entries and select the device from a list of the ones available on your system. It's possible to have this list ignored and display the drives that are present on boot-up.

Although not covered very well in the manual, the Display Editor preferences is where you set the layout of the windows and which gadgets will appear on the windows, such as ones for entering directory paths and whether or not to have scroll bars. To further change the program's environment, you can use the Screen Editor. This can be used to specify the screen that the program should use, as well as the colour palette and fonts that should be used. Unfortunately, you are not given much



One of the great things about the program is that you can easily create your icons from IFF images by simply cutting and pasting sections.



This is the way that the program's interface appears by default. You'll notice the Magic Workbench feel it has with those large colourful icons.

control over the colour palette, aside from changing the colours individually.

A big plus is that the program re-sizes itself so that it fits any font size the best it can. Another screen-related feature is the ability to use any screen including Workbench's.

Perhaps one of the most important features in a file manager is a filetypes function. These can be used to identify different types of files and perform a user-specified operation when double-clicked on. As with the gadgets, this can be an internal function, or an action carried out by another program. This is great for displaying pictures, or animations with an external player. You can add new filetypes by specifying a matchcode, such as a file extension or a hexadecimal string in its header for the program to recognise.

The Startup Editor enables you to set several variables at boot-up. These include the execution of ARexx scripts on start-up, iconification and which paths will appear in the directory windows by default.

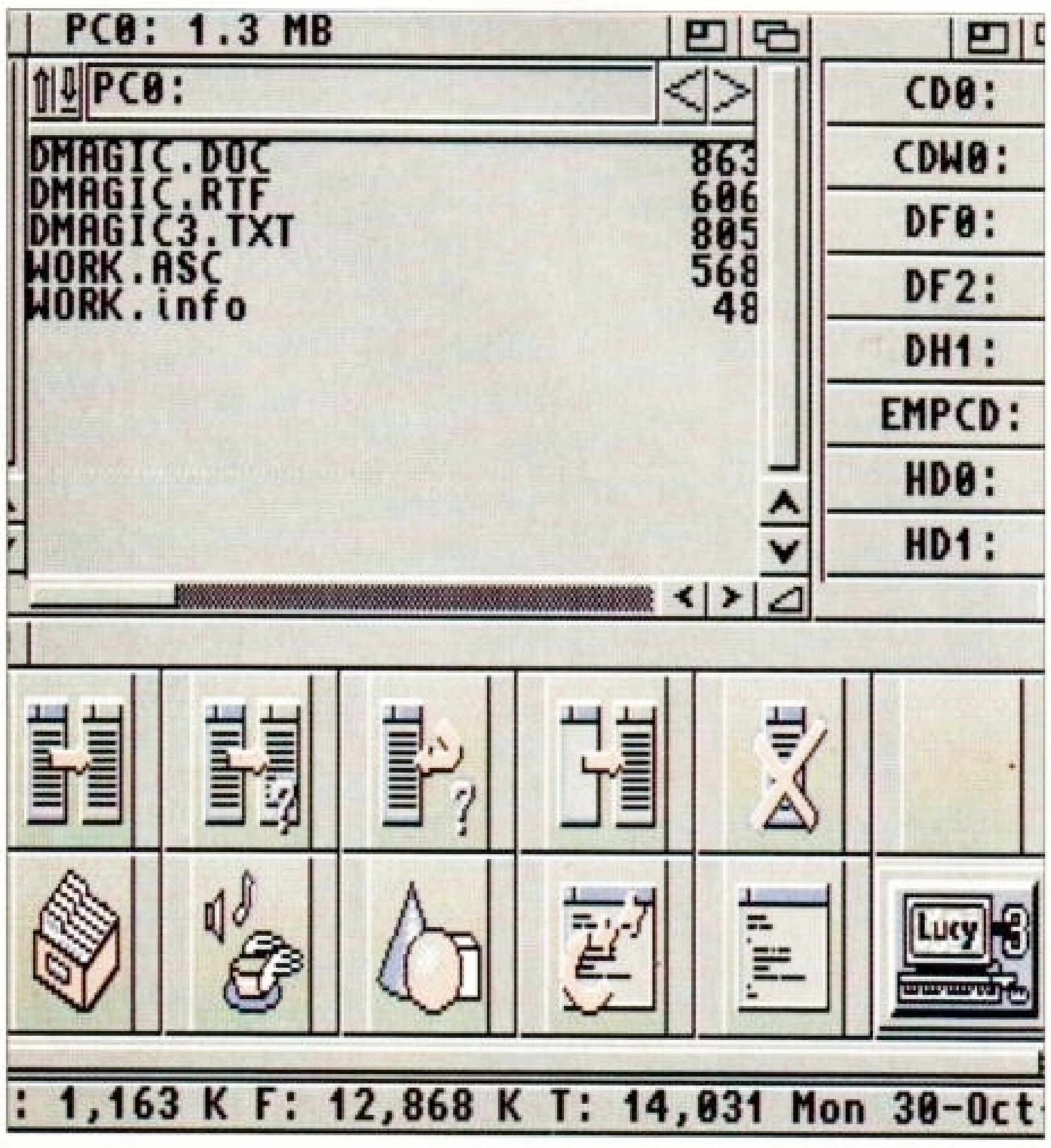
The other Editors include the Menu Editor for adding functions to menus; the Requester Editor which gives the choice of internal, intuition, or reqtools requesters; and the Hotkey Editor for creating keyboard short-cuts quickly and simply.

As well as scoring highly in the aesthetic and configurability departments *DiskMAGIC* has a few other nice features. This includes a unique and transparent way of handling LHA archives - treating them just like directories. This means you can have access to archived files as if they were not archived, so you view pictures and read documents without having to de-archive them first.

It also has a nifty text reader tool, but although the picture viewer has some nice features, such as timed displaying of pictures, it's no good at displaying pictures at certain colour depths.

All in all, this is quite an impressive program and one that shows that there is still room for innovation in this market. Unfortunately, *DiskMAGIC* is hampered by a heavy price tag of £40, which is almost double that of InfoNEXUS and just £10 less than the more powerful Directory Opus 5. This effectively puts it in the middle ground with regard to price and power.

One of the problems caused by having large icons is that you need to run the program in a DBLPAL or interlace mode to use it effectively.



DISKMAGIC

DISTRIBUTOR
HiSoft

PRICE
£39.95

SYSTEM REQUIREMENTS
1Mb of RAM and Workbench 2

SPEED ●●●
In general operation the program runs at a decent speed.

MANUAL ●●●
Despite containing explanations of most functions, the manual is a bit too list-like and has no tutorials.

ACCESSIBILITY ●●●●
After an initial adjustment period, to get used to the icons, the program is very intuitive.

FEATURES ●●●●
Although not as fully-featured as Opus, the program can hold its own against most of its competitors.

VALUE ●●●
This product's price is *way* too high and stops it from being the ideal low-end file manager.

"A pleasure to use, but a bit too costly."

80%

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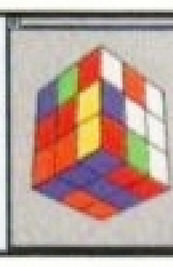
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U444 FONT FARM font creator/editor/design new font
U457 WHOM 2 (3DISK) Detail/database on 51 films
U470 FINAL FRONTIER 1 (2 disk) Star Trek magazine
U473 FINAL FRONTIER 3 (4 disk) Star Trek magazine
U480 HARD DISK CLICK-HardDrive menu system
U491 PROTRACKER V3-Best music writer program
U492 WORK-STATION (2disk WB1.3 only) WB-replacement
U495 HARD DISK UTIL brill collection of Harddisk utils
U496 EASY PRINT (A500 only) lots of print utils
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U742 HOW TO CREATE AUTOBOOT DISK complete utils
U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brilliant collection
U745 AF WORK BENCH (3) (WB 1.3 ONLY) replacement
U747 ASTRONOMY V2 predict star planet prediction.
U749 DISK REPAIR 3 (floppy & HD) includes soft-protect
U750 MUSIC CATALOGUE (not A500 (1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL + lots more Hard Drive Utils
U754 PARBENCH installer (complete)
U755 PRO CAD electronic. Latest circuit board designer
U758 WB MENU LAUNCHER-menu system, easy to use
U760 ICON PLUS (3DISK) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make more older software run
U777 TELE TEXT RECEIVER project. Highly recommended
U781 DOSTRACE V2. displays information on why programs refuse to run & monitors Amiga activity. REC
U783 POOL WINNER GOLD must for all gamblers
U789 HARD-DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, includes lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga fault finding
U800 PRINT A CARD includes many ready made
U801 MULTI-PRINT V4 lots of printing utils
U805 DISK PRINT print custom disk labels
U807 FONT & PRINT Loads of utilities to view & print your font collection. RECOMMENDED
U830 POOL WIZARD - (football) prediction
U832 DIVIDEND WINNER - Prediction program for use with LITTLE WOODS, VERNON, ZETTER Etc
U834 FORECASTER 2.02 New horse prediction program
U839 AUDIO MAGIC 4 - Proctracker V3, Exotic ripper
U843 AUDIO MAGIC 8- Octamed player etc
U846 C64 EMULATOR V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2 - Spectrum emulator latest
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U883 OPTI-Utils 1 - over 30 disk copiers/Optimise etc
U885 INTUITION BENCH MARK V6.5 (Not WB1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete, soft protect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A5001.3) – RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAM LOADER-New Hard Disk menu
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U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super horse prediction program
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U982 DIRECTORY OPUS V4 add Extra Command/BUTTONS
U983 MAGIC WB & MAGIC MENU - Both latest versions
U986 VIRUS-WORKSHOP V5.1 - the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Converts pictures etc
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD image (picture) processor available. Rivals even the commercial image processors costing hundreds of pounds. (not k1.3)
U969 POWER-CACHES Speeds up disk loading, Accessing
U970 HARDDRIVE SECURITY II Collection of HD security programs eg Lockout 2, Password etc
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3 (2)
U974 HD GAMES INSTALLER 2 install top games to HD.eg Zool 2, Rise Of the Robots, Mortal Combat 2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SELECTOR V1.4-Change Magic WB back drop
U977 MAGIC WB ICON ARCHIVE (3) 1000's of MG icons
U998 X-PASSWORD-protect your hard/floppy drive
U979 ICON ACHIVE(3) 1000's of normal icons (any Amiga)
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U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling program to win
U997 HD GAME INSTALLER 3. install more games to HD
U998 EXOTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MM
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus buttons
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTERY WINNER V2-new version
U1005 BASIC-ELECTRONICS-Teach all about electronics
U1006 LOTTO LUNACY V5 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARDWARE PROJECT 2 (2) Build dozens of projects, even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explains why your computer crashes
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Massive collection of all the very best puzzle games ever released, including some of the classics like Rubics Cube, Picture-Puzzles etc, far too many to list

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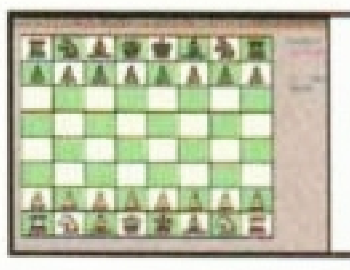


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GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
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G300 Q-BOID cross TETRIS and INVADERS
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G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
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G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
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101 GAMES

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Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions

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COMPATIBLE WITH ALL AMIGAS

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G539 BRIDGE Good version of Bridge
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G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
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G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2



PRICE ONLY £10·99

This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.

COMPATIBLE WITH ALL AMIGAS

All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure'
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

GAMES HINTS & CHEATS II

Do you find it hard to get past a certain level in many games? 5 disk pack with 1000s of games cheats/help/level codes action replays, pokes etc, should help you finish many games - suitable for all Amigas only £4·95.

Updated & Released on 28 July '95

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E001 KID PAINTS superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
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E004 LEARN & PLAY I (not A1200) maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTRONOMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games

E011 EDUCATION PACK 1

Packed with dozens of educational programs ranging from maths & science to educational games, Suitable for any Amiga.
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E019 DINOSAURS teach you all about Dinosaurs
E020 WORLD DATABASE requires 2+MEG
E021 STORY LAND II interactive puzzle games RECOMMENDED
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brilliant
E024 EASY SPELL II improve your kid's spelling
E025 SCRABBLE requires 2-4 player. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Large colourful cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps/teaches how to play
E036 BASIC TUDOR learn about Amiga basic program

EDUCATION & 21 GAMES PACK

Collection of the very best of educational programs and a 21-game pack. A very popular combination for kids (runs on all Amigas)
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E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care for your Amiga
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. RECOMMENDED
E041 KID ALPHABET displays alphabet
E042 FRACTION & SILOUEST maths & games. Excellent
E043 MATH MASTER teaches/tests you on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animation graphic
E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant RECOMMENDED
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apples brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its related verb. Brilliant
E061 KING JAMES BIBLE (4d) complete Bible
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills V good
E071 ERROR INFO gives information as to why your Amiga crashes
E075 WORLD WAR 2 graphics tutorials on world war like Starprobe/ molecube etc
E076 SCIENCE an excellent collection of science disks. (4 disks)
E080 KIDPRIX great childrens painting program.
E081 ASTRONOMY PACK- Amazing collection of programs relating to astronomy. Locate star positions etc. Must for astronomy student or enthusiast (4 disks)
E073 PICTURE & LETTER learn to read - first steps
E074 AMIGA BEGINNER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME Very good demo
E080 KID PIX more excellent painting programs
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RHYMES sing-a-long
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in educational programs
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER world wide information
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM tutorial on the Atom (2D)
E104 DESK TOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Entertaining way to learn the alphabet
E108 HOW TO DEVELOP PHOTOGRAPHS 1 (2) Excellent
E109 MR MEN OLYMPICS (2D) many events to compete in.
E110 CULT TV DATABASE (2D) information on early TV series
E112 HOW TO DEVELOP PHOTOGRAPHS 2 (2) develop your own.
E115 ELECTRONIC WORLDS (3D) Complete King James Bible
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E121 PICTURE PUZZLE brilliant JIGSAW type games
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E123 KID DISK 1- Brilliant education pack
E124 KID DISK 2
E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E125 JURASSIC PARK lots of information on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brilliant Chinese Astrology.

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Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element.
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Order Code KID DISK & no. 1-5

E128 ASTRO 22 PRO.V3 -The latest astrology program that calculates the position of planets, time of eclipse, zodiac positions etc. RECOMMENDED
E130 FRENCH VERB TESTER should help you with your French.
E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENENATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY. 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER - recipes for 1000s of drinks/cocktails
E253 BEGINNER TYPING TUTOR

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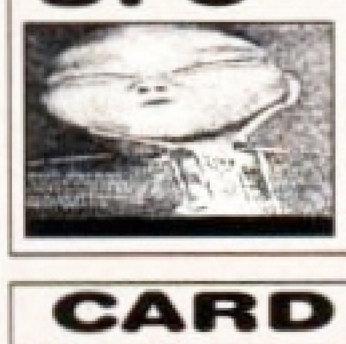
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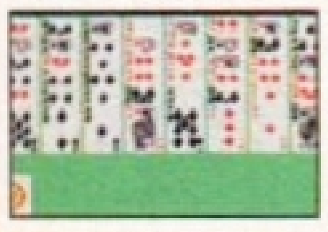
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X24	Sabrina Special
X25	Die Filkinger
X26	Madonna Early Days
X28	Kathy Lloyd
X30	Mega Maid
X31	Calendar Girl
X32	Mayfair
X33	Utopia (4 disks)
X45	Girls of Sport
X49	Page 3 Girls
X70	Gon Gon Girl
X71	Tina Small
X91	Cindy Calendar '95
X96	Hot Babe 1
X97	Hot Babe 2
X98	Hot Babe 3
X99	Hot Babe 4
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THE AGA EXPERIENCE
SADENESS PD ■ 01263 722169 ■ £19.99

AMIGA GOLD FORMAT

Well it's been a long time coming, about three years I guess, but finally a CD-ROM has arrived that has been designed to exploit the potential of AGA-equipped Amigas. Although strictly speaking anybody with a Workbench 2.0 machine can use the disc, all of the programs are AGA-only and most of the files, especially the images, need the AGA chipset or a graphics card to be fully appreciated.

One of the things that is unusual about this CD is that it gives you the option to configure your system so that you can get the most out of the CD. There are scripts not just for making the necessary assigns, but setting up Magic Workbench and your screen fonts too. The contents themselves are quite varied and include the usual assortment of pictures, utilities, games, disk mags, 3D tools, animations and programmer's tools, but all AGA-enhanced. A real find, as well, is the abundance of high-quality icons.



As this CD is produced for AGA machines, there are plenty of nice AGA-quality images.

This really is the CD-ROM that AGA-owners have been waiting for.



This CD-ROM is a joy to use

93%

CD-ROM Round-up

THE COLOUR LIBRARY VOL 1
PD SOFT ■ 01702 466933 ■ £9.99

Oh no, it's yet another graphics library! However, this one is a bit different from the average fare since it has its own front-end. This program, the *CD Manager*, can be used to display, search and copy images, which is very handy indeed since you can find what you want quickly, view it and then save it to disk from within the same program.



"What do you mean I look awful? What do you expect – I've only 256 colours."

However, despite this novel approach, the disc is actually quite disappointing. The contents vary from average to poor and the image-quality is quite poor and grainy, but it is cheap.



This is actually one of the better pictures, even though it is a little too small and grainy.

Nice front-end, shame about the pics.

70%

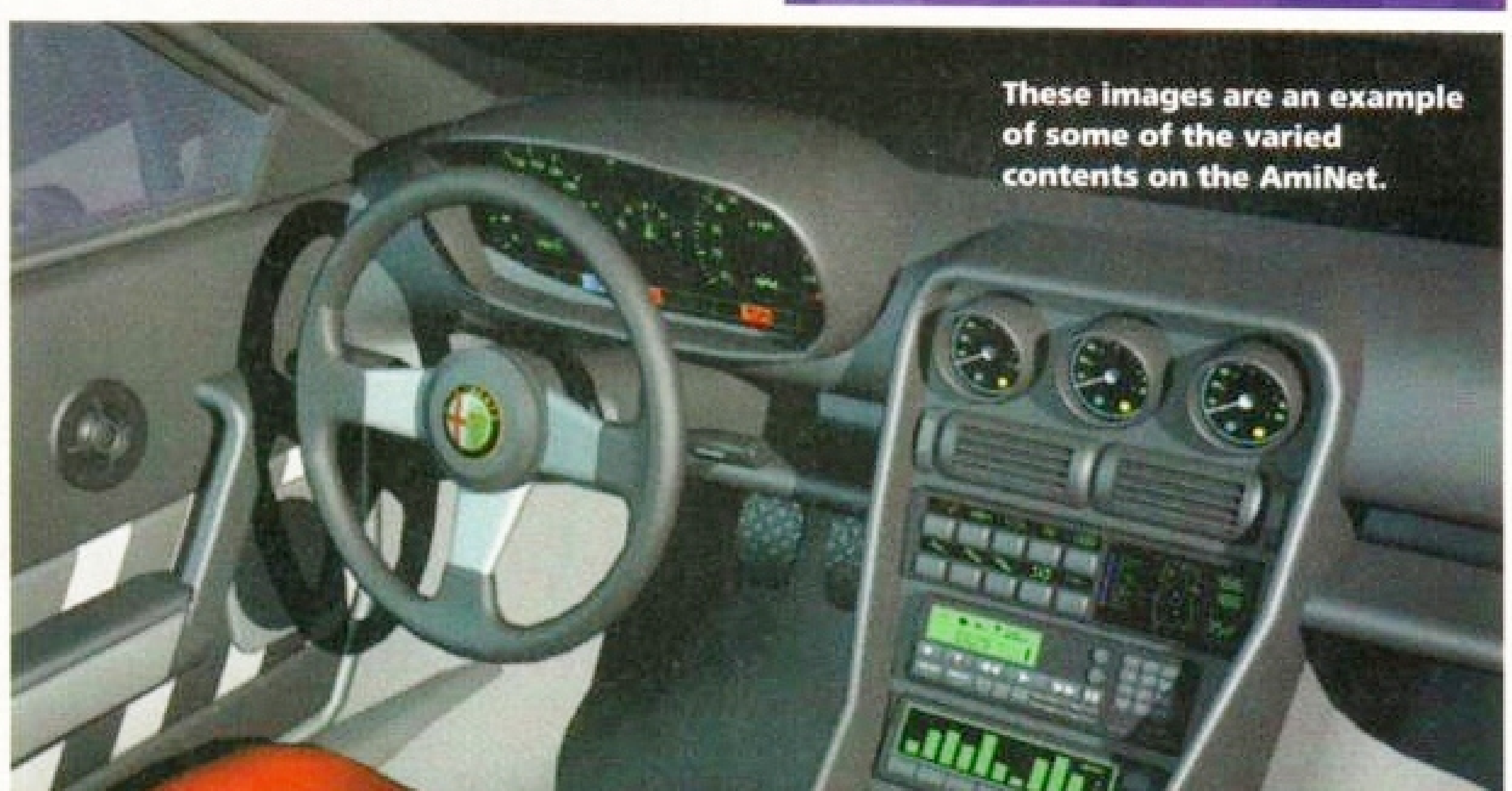
AMINET 8
PDSOFT ■ 01702 466933 ■ £12.99

Yes, it is a little hard to believe, but another AmiNet CD is upon us. As usual, it follows the same format as the legendary Internet site and includes all the files from the last disc to the site's contents as of the beginning of October.

While in the strictest technical sense there are a lot of new files, many of them are simply revisions of earlier software. However, this does not detract from the fact that this is probably the largest and most up-to-date collection of PD and shareware around, and this volume contains an enormous number of excellent music modules.

If you want tons of PD this is the disc for you.

85%



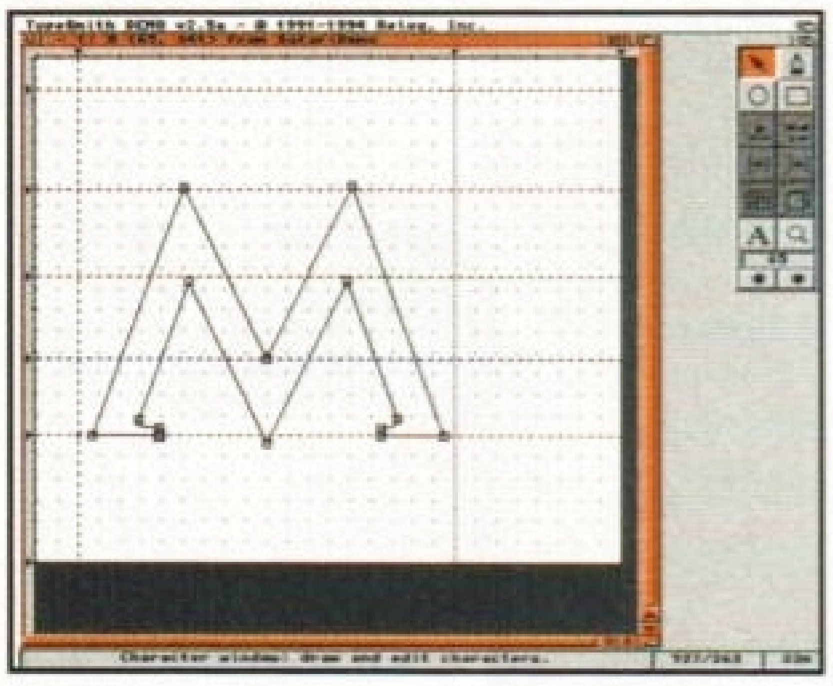
These images are an example of some of the varied contents on the AmiNet.

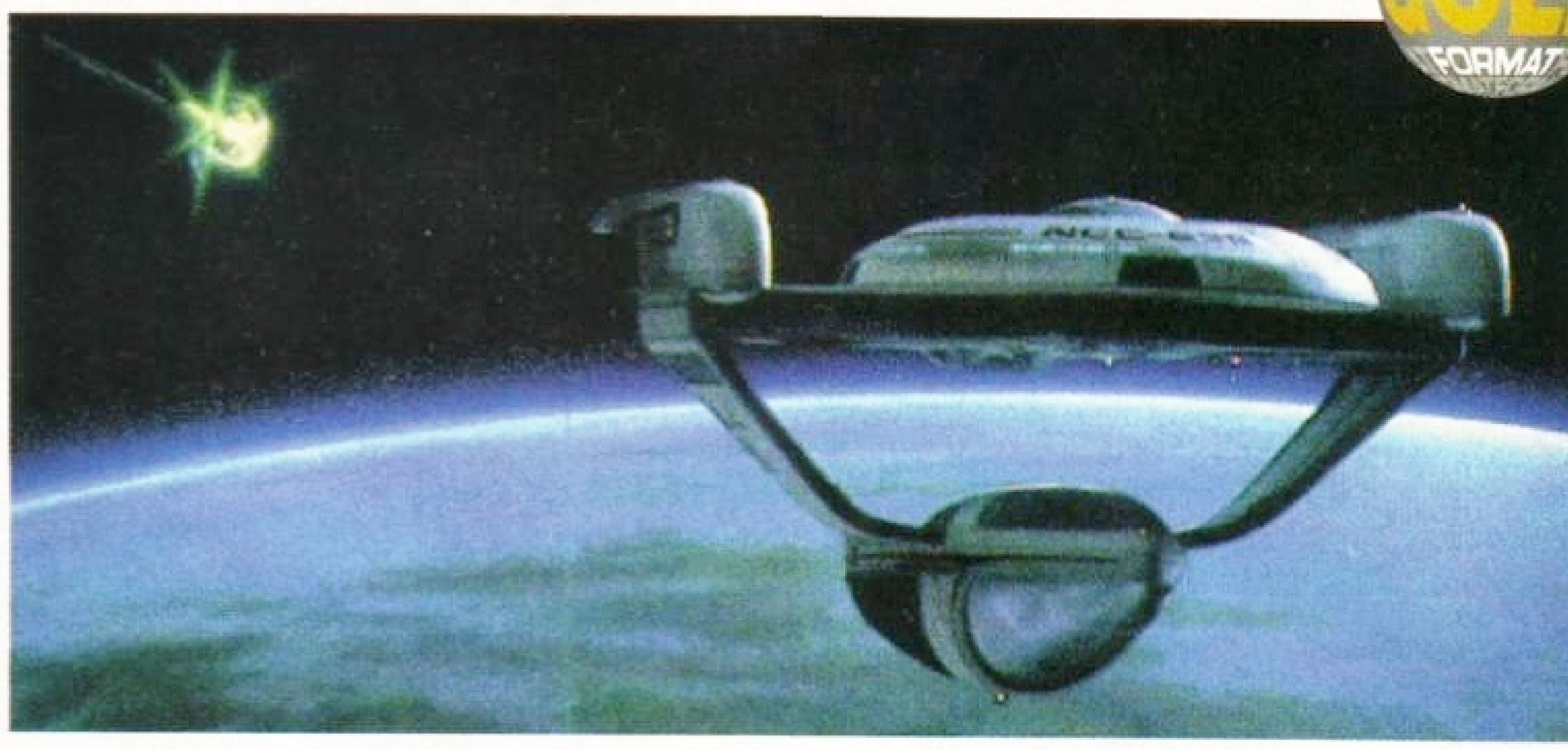


Continued overleaf ➡

E.M.C. PHASE 1
E.M. COMPUTERGRAPHIC ■ 01255 428666 ■ £24.99

AMIGA GOLD FORMAT





E.M.C. Phase 1 includes demo versions of Pagestream and TypeSmith.

The CD also contains many non-DTP related files and programs.

A dream CD for DTP fans.

90%

I must admit to being a big fan of E.M.C. fonts, because they are some of the best ones around. I expected this CD to be simply a collection of all their fonts and would have been content with this. Instead I discovered a collection of useful programs and images as well.

The fonts are of a superb quality, but they have been organised in collection order, rather than alphabetical – volume 1, 2 and so on. The clip art is also of a high standard and includes black and white, and colour IFFs, as well as EPS images. The IFF image directories contain preview images of each category to help you find what you're looking for. As well as the images suited for use as clip art, there is a respectable supply of photographic images.

Besides all this, the disc contains demo versions of Typesmith 2.5 and Pagestream and host of general utilities. This is a damned fine CD and is a must for DTP enthusiasts.

THE GLOBAL AMIGA EXPERIENCE
PD SOFT ■ 01702 466933 ■ £24.99

Try-before-you-buy on a grand scale.

79%

This is a very interesting CD-ROM indeed, mainly because it is not a disc full of PD and shareware. *The Global Amiga Experience* contains special versions of commercial software. While most of them are limited demo versions of commercial releases, there are eight full programs as well.

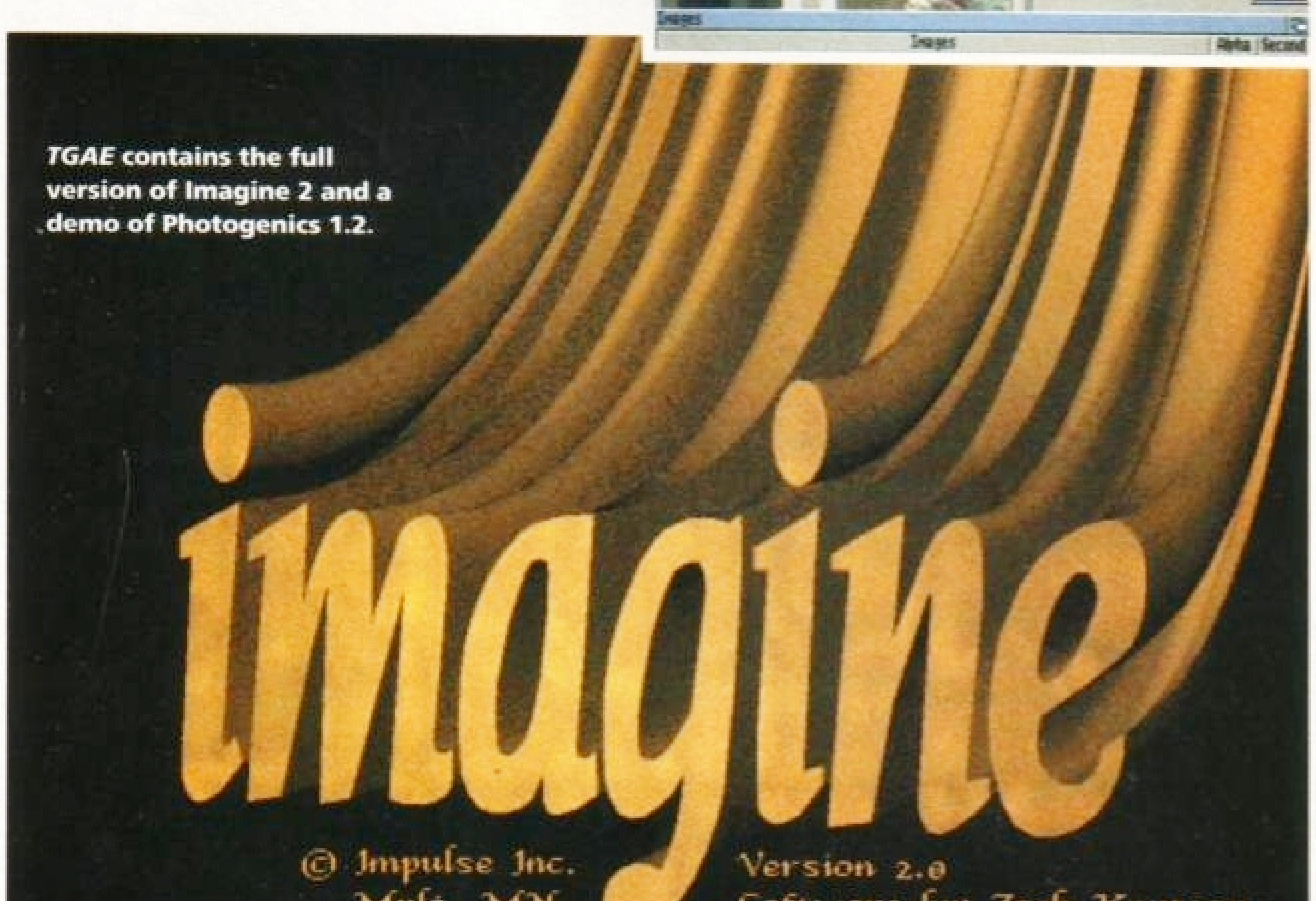
Obviously, these are not going to be brand new releases and many of them have appeared on magazine coverdisks. The full versions include Scala 1.13, Imagine 2.0, VistaPro 1.0, Distant Suns 4.0, Edge 1.721D, ClariSSA 1.1, X-Copy and a program called Seurfuchs Pro.

If you are a long-time Amiga-user, then you are likely to have already used these programs, or at least have coverdisks with them on.

Perhaps the more useful programs are actually the demos, because they cover almost every program currently available and there are special upgrade tokens so that you can purchase the full programs at a reduced price.

This is a useful CD-ROM, but the price is way too high.





TGAE contains the full version of Imagine 2 and a demo of Photogenics 1.2.

LSD 3
17-BIT SOFTWARE ■ 01924 366982 ■ £19.99



One of the few good finds on this CD are some decent space pics.

This CD is supposed to be a collection of some of the best PD, shareware and demos around. The previous volumes have been quite good and have covered a broad range of high-quality software. Unfortunately, this latest edition has let the side down quite badly and contains little more than a mediocre collection of demos and programs. This is a big disappointment.

65%

Pro-GRAB™... Rapid Frame Grabbing on your Amiga

Now compatible with both VHS and S-VHS!





The revolutionary S-VHS ProGrab™ 24RT Plus with Teletext is not only the best way to get crisp colour video images into your Amiga, from either live broadcasts or taped recordings, it also costs less than any of its rivals. This real time PAL/SECAM/NTSC* 24-Bit colour frame grabber/digitiser has slashed the price of image grabbing on the Amiga and, at the same time, has received rave reviews for its ease of use and excellent quality results. ProGrab™ has earned honours from just about every Amiga magazine and Video magazines too!

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STAGE 1...
Select any video source with S-VHS or composite output. This could be your camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours.



Grab images with your camcorder including S-VHS...

or, Take a signal from a TV with SCART output...

or, Use the signal from your satellite receiver...

or, Grab TV or video pictures from your VCR's video output including S-VHS.

STAGE 2...
With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device!). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from either TV or satellite sources.

STAGE 3...
Use the 'grabbed' image with your favourite word processor, DTP or graphics package.

ProGrab **really does** make it that simple!

Pro-GRAB™ SVHS 24RT Plus

ProGrab™...
Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HAM8 mode (Amiga RAM permitting).

ProGrab™...
Saves and Loads images in IFF/ILBM, IFF/ILBM24, JPEG, BMP, PCX, and TARGA file formats. ProGrab saves animations as Anim5 files and animations with sound (requires PCMCIA interface and separate sound sampler) as Anim5 + 8SVX files. A range of image processing effects, palette computing routines (AGA only) and dithering methods are also new to ProGrab Version 2.5.x Photogenics fully supports ProGrab with a custom 'Loader' to enable grabs directly from within the program - saving YOU time!

ProGrab™...
Software has built in mono and colour animation facilities. The number of frames is dependant upon your Amiga's RAM.

ProGrab™...
Release 2.5.x software now includes...

- SUPPORT FOR VIRTUAL MEMORY
Allows the highest resolutions - Even with low memory Amigas (All Hard Drive Systems without the need for an MMU, requiring just 1Mb. Hard Drive Space).
- ADDITIONAL TELETEXT FACILITIES
With either Terrestrial or Satellite TV signals.
- LARGER PREVIEW WINDOW
Double Resolution and 4 times the area available with previous ProGrab software.
- INTERNATIONAL SUPPORT
Now works with composite PAL, SECAM and NTSC Straight from the box!

(*Standard ProGrab hardware is PAL/SECAM/NTSC compatible. Interlace mode options are available with PAL & SECAM only. NTSC Only models are available to special order which then support the interlace mode fully. Please ask us for full details.)

For just £129.95...

ProGrab is supplied with everything you'll need ✚...

- ProGrab™ 24RT Plus Digitiser
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- User Manual
- Latest ProGrab Version 2.5.x Software
- Parallel Port Connecting Cable
- Input sockets for Composite and SVHS.

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- Faster Downloading Times (up to FIVE times quicker)
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- Sound sampling and animation capabilities (separate sound sampler required)
- Saving of animations direct to your Amiga's hard drive
- Freeing of your Amiga Parallel Port for use by a printer or other parallel peripheral device

ProGrab™ supports any Amiga with Kickstart 2.04 or later & a minimum of 1.5Mb. free RAM.

✚ A video source cable will be required to match your own equipment set up - Ask for details.

Camcorder User commented... "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money."

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ProGrab™ - Amiga Shopper **95% STAR Buy** and remarks like... "Sharp, crisp and faithful to the original colours, we were mightily impressed" and... "Highly Recommended. Whether you are a Videographer or a Graphic Artist, look to the ProGrab 24RT Plus. It's a winner"

Star Buy

ProGrab™ - Amiga Format **93% Gold Rating** and comments like... "ProGrab 24RT Plus is quite simply the digitiser to get", "Incredible value for money - no other digitiser offers so much for so little" and "Offers far more features than any other digitiser near the same price"

CU Amiga said ProGrab™ is... "Just the job for beginners and semi-professionals on a tight budget" and, "very hard to beat. For the money, nothing can touch it"

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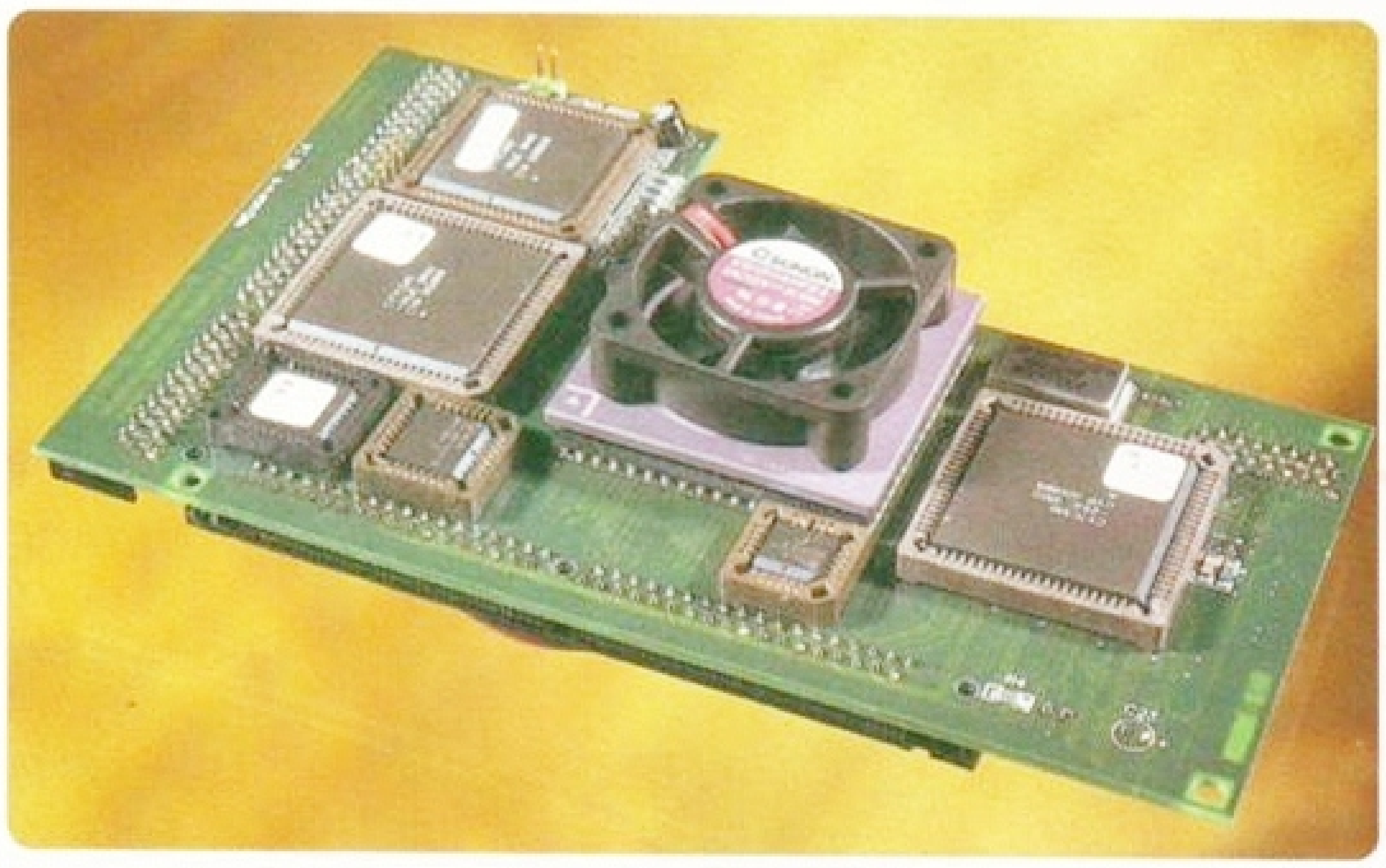
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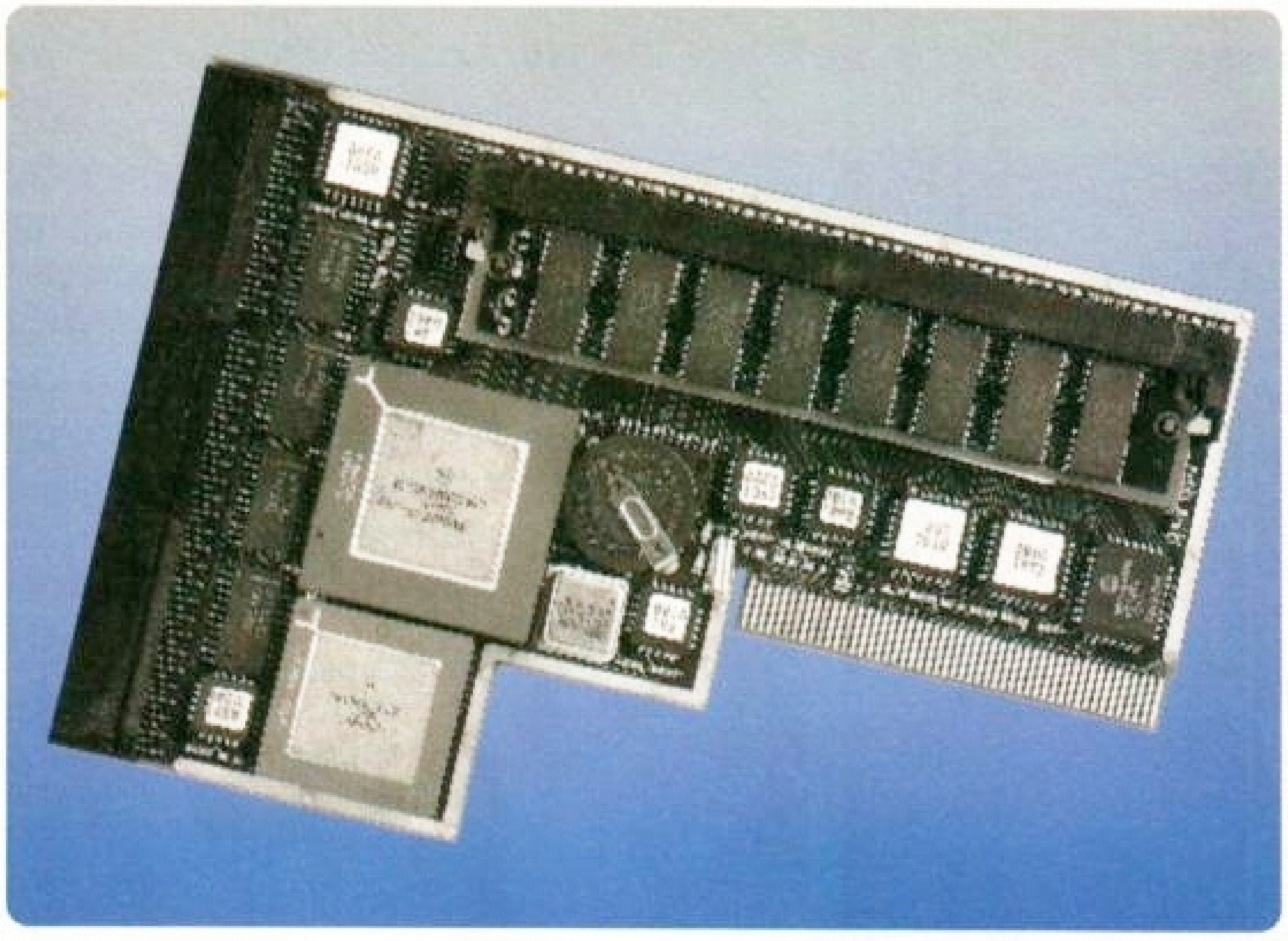
If I get another pair of socks from 'Marks and Sparks' this year, I'll scream. Try to get it right just this once. To make it easier for you I have enclosed a 'fool-proof' Christmas list:



Falcon 040

£429 ■ Power Computing ■ 01234 273000 ■ AF77;90%

It's hard to believe, but it's true – you can fit the processing power of the A4000 040 inside your A1200. In fact, in the benchmark tests we performed it actually proved to be faster than the standard 040. At the moment. this board is the world's fastest A1200 accelerator and also has the option of upgrading to an 060 processor..



Blizzard IV

£178.95 ■ Gordon Harwood ■ 01773 836781 ■ AF79;90%

If your budget won't stretch as far as the Falcon's price, then the next best thing is the Blizzard IV accelerator. Extremely fast and well-engineered, this is the ultimate in 030 acceleration for your A1200.



AIWA A300 CD-ROM Drive

£169.99 ■ HiSoft ■ 01525 818181■ AF74;86%

With many of the controls and features of an audio CD-player, this unit has the capacity to, with the help of amplified speakers, form the basis of a music centre. However, this stylish unit also performs admirably as a CD-ROM drive – outclassing most other twin-speed drives.



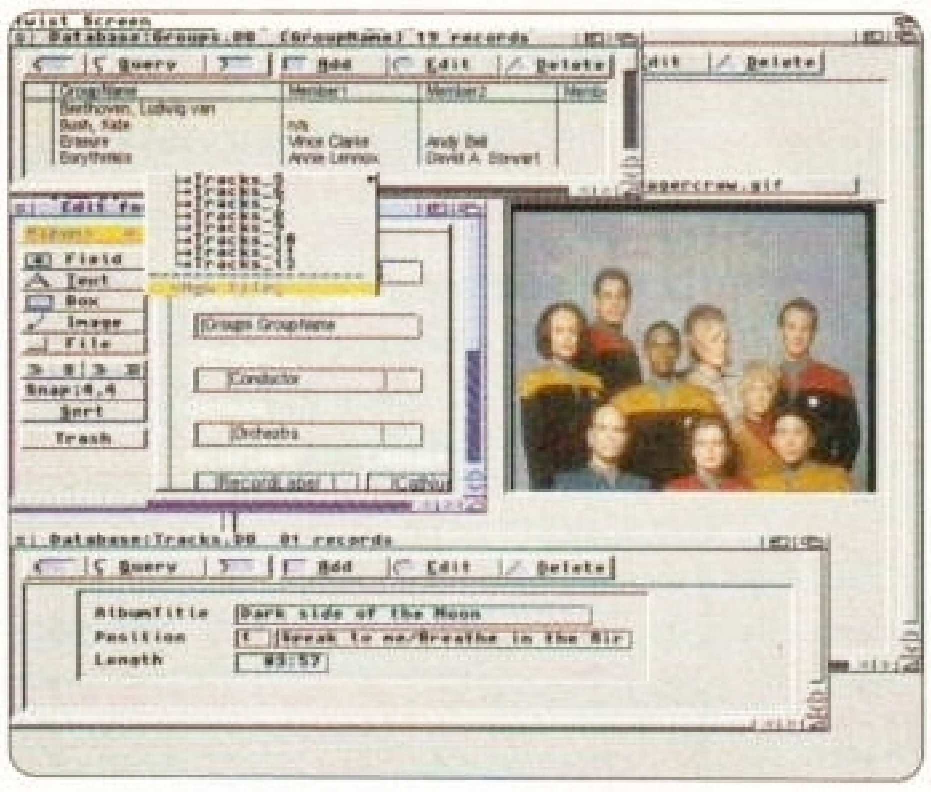
IOmega ZIP drive

£189 ■ HiSoft ■ 01525 818181■ AF76;91%

This incredible drive mechanism is likely to be the future of removable data storage media. Coupling a storage capacity of 100Mb on a cartridge approximately the same size as a floppy disk, with a ridiculously low price of £16 per cartridge, this drive is the ideal data-moving solution.

Twist 2

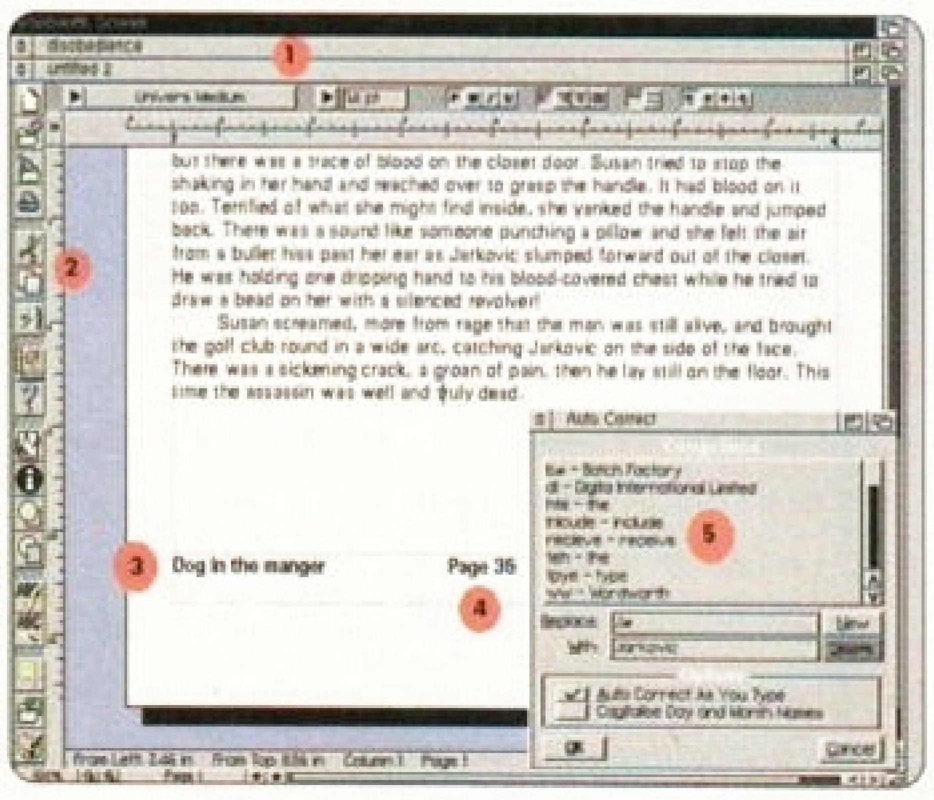
£99.95 ■ HiSoft ■ 01525 718181 ■ AF72;91%



It's hard to believe, but *Twist 2* really is a relational database that is easy to use. Not only are its relational tools amazingly powerful it's very easy to create relational links between databases through its DTP-like layout editor. It can also use DataTypes to include pictures, sounds and anims in databases.

Wordworth 3.1

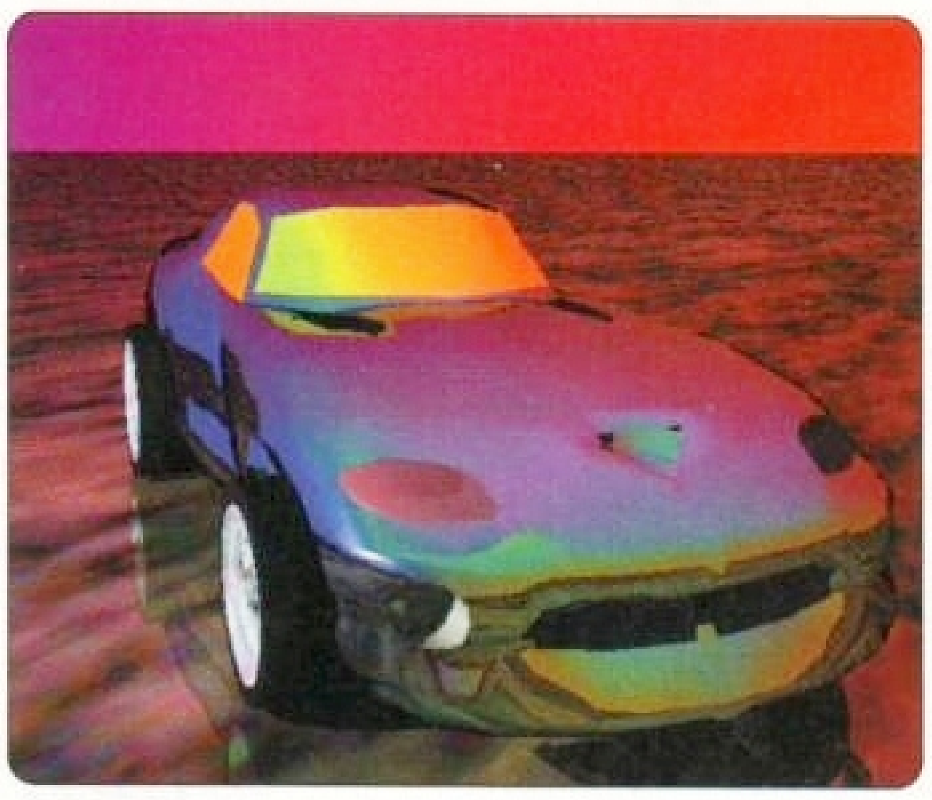
£79.99 ■ Digita International ■ 01395 270273 ■ AF66;84%



The Amiga's favourite word processor goes from strength to strength and the latest version has brought Amiga word processing to a new level in terms of power and user interfaces. One of the major additions has been DigiSense which attempts to understand the entries you make in string gadgets.

Cinema 4D

£199.99 ■ HiSoft ■ 01525 818181 ■ AF79;93%



This fantastic German raytracing package has finally been converted to English. With an amazing array of powerful tools, innovative features and an intuitive interface, it is easy to see why this is the number one selling 3D program in Germany and why it looks poised to do the same over here.

Real 3D 3

£299 ■ Activa UK ■ 0181 4025770 ■ AF74;93%



Make no mistake, this is one of the most powerful 3D programs on the face of the planet and has features unmatched by LightWave and 3DStudio (which cost £3,000+) on the PC. A new manual makes it much easier to come to grips with the program's unique working methods.

Image FX2

£189.99 ■ Wizard Developments ■ 01322 272908 ■ AF73;95%



ADPro's long-time adversary has taken a quantum leap in terms of features leaving ADPro far behind. Feathered edges, multiple alpha channels, comprehensive video filters, special effects and a simple interface make this program the closest thing to Photoshop on the Amiga.

Photogenics 1.2

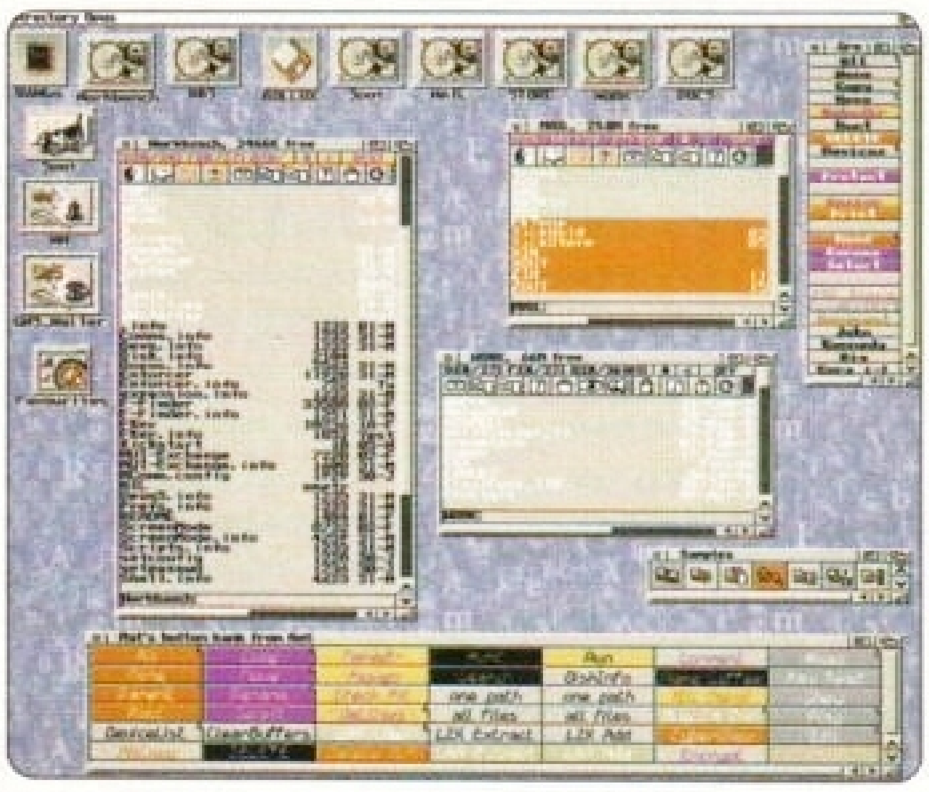
£59.95 ■ Almathera ■ 0181 6870040 ■ AF74;93%



Although not quite as powerful as Image FX, *Photogenics* has brought image processing to the masses by providing many of the same features for a fraction of the price. The program's most impressive feature is its interface and its unique and flexible way of operating.

Directory Opus 5

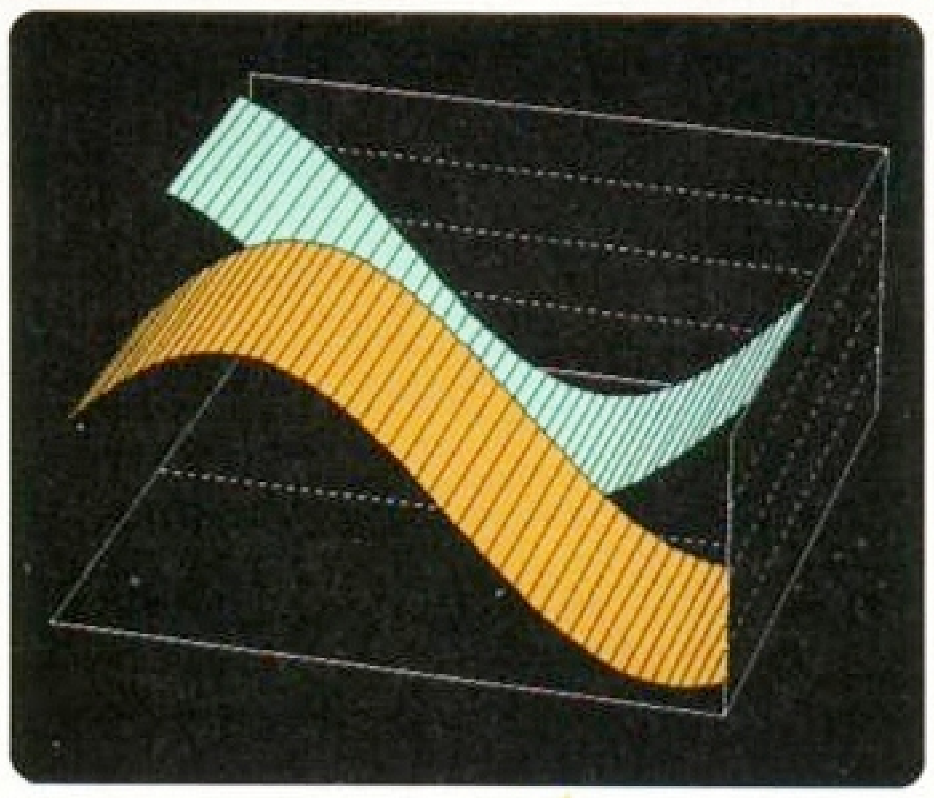
£59.99 ■ Wizard Development ■ 01322 272908 ■ AF72;95%



Infinitely configurable, immensely powerful and absolutely essential – *Directory Opus 5* is a valuable addition to any serious Amiga-user's software collection. Although there have been some reports of "peculiar goings-ons" on some machines, this program makes an ideal base of operations.

Final Calc

£99.95 ■ Softwood Europe ■ 01773 836781 ■ AF78;90%



Final Calc is the definitive spreadsheet program on the Amiga with more power and well-thought-out features than pretty much *any* other Amiga application. However, at a price of just under £100, *Final Calc* is really only for power-users who can't find the features they need in lesser programs

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[AGA]	For AGA Machines
[030]	Minimum Processor
[HD]	Hard Drive Needed

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U680 MOSAIC v2B latest version of the Web browser. [WB2+] [TCP 4]
U682 VARK'S CLI TOOLS VOL 8 50 latest CLI tools - get this!
U683 IMAGE STUDIO v2.2 latest version [WB2+] [2D] [HD] [020+]
U684 ESSENTIAL AMINET 8 new and decent uploads here [WB2+]
U686 VIRUS WORKSHOP v5.6 latest virus killer [WB2+]
U687 VIRUS CHECKER v7.18 another virus killer [WB2+]
U688 BASIC ELECTRONICS v1.5 want to learn electronics? [2D]
U689 TURBO CAT PRO v1.1F much updated version of the disk cataloger. Just put in a disk, read the files and print/save the list. [WB2+]
U691 VMM v3.2 you can now use virtual memory [020+] [WB2+] [HD]
U692 F1-GP EDITOR v3.01 updated '95 version [WB2+]
U693 A SPELL v5.8 adds a spell checker to most text editors [WB2+]
U695 NAVIGATOR v2 This is SUPERB! Allows you to fly around, in realtime, a 3D arena. From architechtural to musical instruments. **NTitler** is a realtime 3D titling system - allows virtual reality modes. 3D text and model effects could be used to overlay onto video or for presentation work. **NWiper** is a presentation system that allows uses texture mapping to make 3 Dimensional IFF picture wipes. Get this now! [WB2+] [020+] [HD] [2 Disks]
U699 MESSY SID v3 allows you to read and write to PC 720K disks without CrossDOS or WB3! Also transfer files each way. [WB2+]
U700 TEXT ENGINE v5 latest version of the superb text editor [WB2+]
U701 DATATYPES DISK need the PNG, Font, REKO datatype!? These are just three out of many WB3+ datatypes for Workbench on here.
U702 SHAPE SHIFTER v3.2 is the much-raved latest version of the superb Apple Mac emulator. You need MAC ROM's and System 7.5 to use this program. [020+][WB 2.1+][4 MB+][HD Recommended]
U704 MAGIC PAINT BOX DEMO of the F1 title [WB2+]
U705 CHEATS v2.1 000's of cheats here [2 Disks] [WB2+]
U706 VARK CLI TOOLS 9 Loads of great CLI tools.
U708 POWER TITLER DEMO superb video titler - rivals Scala
U710 SONIC DRUM KIT v2.1 FULL version of the drum sequencer
U711 GUI AMOS v1.9 create GUI's for AMOS Pro [WB2+]
U712 PROTECTOR v1.1 protect your hard drive [WB2+]
U713 NUCLEUS PRO DEMO wow! A demo of a forthcoming menu/front-end and interface creator. Allows you to create AGA front-ends for disks, hard drives or CD's with ultimate ease. The best ever. Try this!! [AGA]
U714 FINANCIAL ACCOUNTS v1.21 accounts program [WB2+]
U715 EXECUTIVE MAN v3 executive help for WB [WB2+] [HD]
U716 FIASCO v1 superb database system - easy to use [WB2+]
U717 ULTRA ACCOUNTS 2 decent accounts package [WB2+]
U718 DEMOMANIA v1.80 Complex (you've seen their demos!) have produced this demo creator for you to create scene demos! [WB2+] [2 Disks]
U719 BELLE'S PAINT kids paint program [WB2+] [2 Disks]
U720 MAGIC 64 wow! At last - load both D64 and T64 files into a C64 emulator with ease. If you're a C64 fan then you cannot miss this program. Loads of features make it the best C64 emulator there is! [AGA]
U721 REMDATE v2.1 personal diary/organiser [WB2+]

LATEST GAMES

GM248 DELUXE PACMAN AGA Wow a pacman game by the author of Deluxe Galaga.
GM258 BATTLESHIPS A very playable game by the Assassins.
GM263 CODENAME NANO superb thrust game. Get it!
GM264 SCORTCHED TANKS v1.85 multi-player tank game
GM266 BLITZ BOMBERS demo of the multi-player bombers game
GM268 EXCELL. CARD GAMES III A few card games here. [AGA]
GM269 MASTER BLASTER II decent bomb game
GM271 SUPER COMBAT 3 this is a two player version of cannon fooder. Superb graphics - Object to kill other player. [2 Disks]
GM273 REBELLION an asteroids clone with a difference
GM275 MARATHON 2 player action game
GM276 THE DEVILS ABODE written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
GM277 SPEED - DOOMER 2 version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling. [AGA]
GM279 ALIEN BASH II very similar to Chaos Engine....very good.
GM280 SKID RACER car racing game, not bad. [WB2+]
GM281 DUCK DODGERS great platform game with ducks [WB2+]
GM282 TRAP 'EM good platform [trap aliens] game [WB2+]
GM283 ZOMBIES Alien Breed style shoot-em-up [AGA]
GM284 DARK ANGEL Flashback style, platform in a power complex
GM285 BLACK DAWN V another version of the adventure [WB2+]
GM286 GALLEONS 2 player 3D shoot-em-up [WB2+]
GM287 ENGINES 2 player thrust game [WB2+]
GM288 HELSINKI FORCE 2 player good karate game [3 Disks]
GM289 CARDZ load and use AGA Klondike cards on ECS Amiga!
GM292 POWEROIDS good, rendered asteroids clone [020+]
GM296 INNER DEMONS spooky adventure [4 Disks]
GM299 SUPER SKIDDY THINGS 3 superb racing program for one or two players. Direct your rubber suited penguins around the ice!
GM300 GRAVITY FORCE II EDITOR edit gravity force 2 [WB2+]
GM301 DELUXE GALAGA v2.6C A super shoot-em-up with the usual additions such as the power-ups, weapons etc. AGA version. [AGA]
GM302 AUTOMOBILES v1.5 superb racing game for the Amiga. Loads of different tracks with the ability to have upto 4 players. [2 Disks]
GM303 EMOTIONAL CONFLICT 3D adventure
GM304 JIGSAW v2.2 jigsaw/strategy game [AGA]
GM305 PRO FOOTBALL v1.1 footie prediction [WB2+][2 Disks]
GM306 BOOMIN 'ECK dynablaster clone [WB2+]
GM310 COALA DEMO demo of new Coala helicopter game [WB2+]
GM311 FENDERS - TITANIC EDITION car crash derby game
GM312 PENGUINS a demo of a cute platform game [WB2+]
GM313 MOTOR DUAL classic 3D 1/2 player rase and chase game between two vehicles - kill the other player before time runs out [WB2+]
GM314 LEGEND OF POUNDS ISLAND 3D adventure [WB2+]

HOT NEW DEMOS

D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" Winner of the Primavera party 95. Get this! [2 Disks] [4MB+] [AGA]
D213 PARALLEX/CCN "DEEP" Winner of the Gathering 95 [2 Disks] [HD] [4MB+] [AGA]
D216 FACULTY "MAN ON MOON" Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+] [AGA]
D217 ABYSS "DRUGSTORE" [2 Disks]
D219 SANITY "ROOTS II" wow! A very decent demo release [020+]
D220 FREEZERS "DREAM WALKER" [2 Disks]
D221 FREEZERS "LECH" AGA won the Ram Jam charts "best demo in 1995". Loads of the same routines - funnels etc.
D222 ARTWORK "GREENDAY" Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]

Latest demos continued........

D223 IMPACT DK "MELCHOIR" [HD] [6MB+]
D226 SUPREME "CHAOS" [HD]
D227 SCOOPEX "ALIEN" Scoopex are BACK in the '90s with a good demo release! [AGA]
D228 STELLAR "HUMAN" Stellar release "Human excrement in ....", lets say no more!
D230 MELON "PLANET M" another classic release from the guys at melon. Released at a party in the Netherlands recently.
D231 AXIS "PICTURE BOOK" must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
D234 INTERACTIVE "ABSTRACT" another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]
D235 MELON DESIGN "BAYGON" superb cartooney style demo!
D236 EMBASSY "THRILLED" Assembly '95 release [HD][2 Disks]
D237 SILENTS "FRUIT MACHINE" superb Assembly '95 demo!
D238 VANITY "AMAZED" stunning new demo from Vanity, all the usual effects (but more of them!). Get this! [AGA] [3 Disks]
D239 OXYGENE "CONTROL" from the G.A.S.P. party '95. [2 D]
D240 PARALLEX "ZIF" G.A.S.P. winner. Good. [2 D] [AGA] [HD]
D241 ASSEMBLY '95 INTROS collection of intros
D241 AXIS "TIME & EMOTION" music disk from Axis [WB2+]
D242 HOODLUM "WATER WHISPER" decent effects [AGA]
D243 MYSTIC "FEAR" Intel Outside demo. Good. [AGA] [2 Disks]
D246 TBL "QUE?" new - from Remedy '96 [2 Disks] [AGA] [HD] [4MB]
D247 RAZOR 1911 "FALKORV" wow! [4 Disks] [AGA] [HD] [4MB]
D248 SCOOPEX "ISO" they're back! Get it now! [2 Disks] [AGA]

MISCELLANEOUS

GRAPEVINE 21 superb disk magazine from LSD [2 Disks]
GRAPEVINE 22 call for date (ever going to be released?!?)
DEADLOCK 9 superb disk magazine by Anathema/Narcosis
NFA WORD 5 disk magazine from NFA [AGA]
NFA WORD 6 disk magazine from NFA [AGA]
NFA WORD 7 OUT NOW!!! New disk magazine from NFA [2 Disks]
NFA BODYSHOP 8 [AGA] [3 Disks]
SHERILYN FENN SLIDESHOW [AGA]
PHEOBE CATES SLIDESHOW [AGA]
ERIKA ELENAIK SLIDESHOW [AGA]
NIKI TAYLOR SLIDESHOW [2 D] [AGA]
TINY TOONS CLIPART superb hand drawn clipart
NFA BIG GIRLS II [AGA] [3 Disks]
X-FILES GUIDE guide to the TV Show
GCSE MATHS EXAM PAPERS GCSE help
TRAVEL GUIDE guide for avid world travellers [2 Disks]
UFO : FINDING THE TRUTH [2 Disks]
UFO : FINDING THE TRUTH 3 paranormal and UFO stuff
ALIENS CONFIDENTIAL 2 UFO and paranormal guide
WEATHER GUIDE [3 Disks]
LUCIFERS "UNHOLY INNOCENCE" [2 Disks]
LUCIFERS "WICKED GRIMOIRE" bizarre cult stuff
LUCIFERS "BOOK OF SHADES" [2 Disks]
MAGNETIC FICTION demo of the story collection
ED060 KIDS DISK 7 another under 5's program
SCOOPEX "ARTCORE" Doom-like gallery slideshow! [AGA]
NFA SOURCE 'N CODE 2 AMOS source 'disk' magazine
TITANIC II interactive database on the Titanic disaster [2 Disks]
HISTORY OF THE WORLD CUP all explained [3 Disks]

MAIN LIBRARY

MORE UTILITIES

U076 WB3 HD INSTALL DISK Prep, format and install WB to your Hard Drive. [WB3]
U230 TOOLS DAEMON V2.1 Adds tools to your WB Menu. [WB2+]
U239 RE-ORG v3.11 Re-organise your disks/hard disk. [WB2+]
U302 VIEWTEK v2.01 show JPEG and GIF pics with ease. [WB2+]
U317 ACTION REPLAY PRO Action Replay for the A1200 [AGA]
U318 VIDEOTRACKER DATA data files for Videotracker. [4 D]
U349 LIBRARIES + DATATYPES Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
U359 TELETEXT v1.20 Create a teletext receiver [WB2+]
U376 POWERCACHE v37.115 Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040. [WB2+]
U379 DESKTOP MAGIC v2.0 This program allows you to assign sounds to Workbench functions like mouse clicking etc. [WB2+]
U408 DISK SALV v2.31 This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U416 AMIGA DOS GUIDE v1 Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 double your hard drive space! [WB2+]
U434 EDWORD PRO v5 Edword Pro is the most comprehensive and easy to use word processor on the PD market. [WB2+]
U440 SNOOPDOS v3 Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed [WB2+]
U453 MAIN ACTOR v1.55 An excellent module animation player. Buy it. [WB2+]
U454 VIDEOTRACKER 2 AGA The AGA demomaker.
U467 T. U.D. E. v1.0D The Ultimate Degrader and Enchancer can be used to degrade A1200/4000's to use WB1.3, remove fast mem etc.
U475 RELOKICK v1.4A FINAL Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U479 MSDOS FOR AMIGADOS Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*.*" [WB2+]
U480 HD GAMES INSTALLER II Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
U487 BIRTHDATE HISTORY v2.21 Check events that happened on your birthday!
U499 M.U.I. V2.3 Create GUInterfaces. Needed for Mosaic. [WB2+]
U502 GBLANKER V3.6 020 An optimised version for 020/30/40/60 CPU's. [WB3+]
U514 DISK STICK v1.1 A disk labelling program.
U521 ADDRESS PRINT v4 Store addresses and print them to labels.
U523 DOPUS MAGIC COMPANIAN Loads of buttons, AREXX scripts for Dopus. [WB2+]
U532 ALL NEW FINAL WRAPPER v3 Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST Monitor and test your car's performance. First for the Amiga.
U543 TOOLS MANAGER Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]

More utilities continued........

U553 GFX CONVERTOR v1.7 Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG. [WB2+]
U554 SOUND BOX v1.97 Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. [WB2+]
U560 DELITRACKER II v2.1 A great module player. [WB2+] [2 D]
U564 EXOTIC RIPPER v3.1 module and sample ripper. [WB2+]
U576 BLITZ BLANKER V2.5 Blitz Blanker is another tool that requires the services of MUI (U499). Modulerised screen blanker. [WB2+]
U588 PC-TASK V3.10 All new PC Task v3. Demo version.
U594 AMIGA FAX V1.42 Send/receive faxes on your Amiga. [WB2+]
U617 HD GAMES INSTALL 3 Over 20 games such as Super Skidmarks, Sensible World of Soccer to be installed. [WB2+]
U618 TEXTURE STUDIO v1.02 For Imagine users - adapt those textures. [WB2+]
U619 BALLS! Superb and powerful Lottery program. [AGA]
U623 AMIGA CD-ROM GUIDE Guide to loads of Amiga CDs - Amigaguide doc. [WB2+]
U628 ICONIAN v2.91 Superb AGA icon editor. [AGA]
U634 FRODO v1.5 The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+] [020+]
U635 DOPUS UTILS 2 Loads of utils for Directory Opus 4/5. More scripts, Arexx routines etc etc [WB2+] [Dopus]
U636 TYPING DEMON Learn how to type very quickly !
U638 ESSENTIAL AMINET 7 Aminet utilities. [WB2+]
U648 HD GAMES INSTALLER 4 loads more installers for your favourite games. Obessesion Pinball, Powerdrive etc [WB2+]
U649 enLOCK Lock program for a hard drive [WB2+]
U650 BOOKIE BEATER Beat the bookie at his own game! [WB2+]
U653 SKIDMARKS 2 CARS 4 cars for the **AGA** Skidmarks [2 D]
U656 SUPER DMS v2 A powerful interface for DMS [WB2+]
U658 DOPUS v5>>>>v5.11 UPGRADE Upgrade DOpus [WB2+]
U670 TERM v4.5 00 Term is the most comprehensive communications package in PD, rivals any commercial release. [3D]
U671 TERM v4.5 030 version for 030 processors [3D]
U672 ORGANISER BITS a collection of supplements for Digita's Organiser. [needs Digita Organiser]
U674 ZXAM SPECTRUM EMULATOR v2B NEW Spectrum Emulator. You need an **AGA Amiga or 020+ processor**.
U677 EASY CALC v2B superb spreadsheet program [WB2+]
U679 AREXX GUIDE v2A want to learn Arexx? [WB2+]

MORE GAMES

GM58 BLACK DAWN II a popular 3D adventure
GM67 SCRABBLE the classic board game
GM78 STARWOIDS thrust and oids mixed [1MB] [2 DISKS]
GM93 KLONDIKE III for hard drive users [HD] [4MB+] [WB2+]
GM97 TOP HAT WILLY an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2 another bomb clone
GM118 CHANEQUES yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
GM125 KELLOGS LAND WOW! The best PD platformer ever! [AGA]
GM127 ZAXXON superb! The C64 classic now comes to the Amiga!
GM131 SUPER MEGA FRUITS a good Fruit Machine game.
GM132 SAMURAI SHOWDOWN this is an amusing Street Fighter clone. Good! [AGA]
GM137 MEGABLOCK V2 the best Tetris games on the Amiga.
GM138 CYBERMAN wow! A 3D pacman clone. Very decent indeed.
GM140 INTERNAL COMBUSTION great skidmarks-esque multi-player racing game
GM141 MADHOUSE a graphical adventure game [2 DISKS]
GM147 DELUXE GALAGA v2.51 must be the best PD shoot-em-up ever made!
GM150 ROCKETZ V2.25 superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive mutli-player games ever! [AGA]
GM164 CYBERGAMES excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain. [2D]
GM169 MASH Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM174 TANKS! excellent tank-war sim
GM176 ALIEN GENOCIDE err. A Operation Wolf clone? [2 DISKS]
GM178 DOOMER a good Doom clone for the Amiga [AGA] [HD]
GM180 CARNAGE blood, guts and gore and more!
GM183 PSSST AGA remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH another car racing game
GM185 BOARD GAMES Cluedo is the main game here
GM187 FEARS 2 AGA wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
GM191 CHILD ADVENTURE AGA not as bad as it sounds! A graphical adventure to solve the mystery to clear your name [4 Disks]
GM224 BATTLE DUEL AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
GM226 GLOOM A demo version of the forthcoming Doom clone. [AGA]
GM227 WAR OF THE WORLDS 4 A virtual reality program! [AGA]
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GM239 ULTIMATE STAR TREK great strategy game [2 Disks]
GM242 PSYCHUEL Alien Breed style shoot em up [WB2+]
GM245 THE PYRAMID GAME A puzzle platform game. [2 Disks]

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These contain icons, backdrops, drawers, tools manager brushes and docks and much much more!

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Magic WB Extras volume 2	[2 Disks]
Magic WB Extras volume 3	[2 Disks]
Magic WB Extras volume 4	[2 Disks]
Magic WB Extras volume 5	[2 Disks]
Magic WB Extras volume 6	[2 Disks]
Magic WB Extras volume 7	[2 Disks]
Magic WB Extras volume 8	[2 Disks]
Magic WB Extras volume 9	[2 Disks]
Magic WB Extras volume 10	[2 Disks]
Magic WB Extras volume 11	[2 Disks]
Magic WB Extras volume 12	[2 Disks]
Magic WB Extras volume 13	[2 Disks]
Magic WB Extras volume 14	[2 Disks]

Buy all 14 volumes for £25.99 or each volume at £1.98

We stock 1000's of other disks such as Fred Fish, Assassins etc. Call us for titles you don't see listed!

We welcome submissions from PD coders from all over the globe - utils, tools, games, Magic WB stuff etc.

F1 SOFTWARE

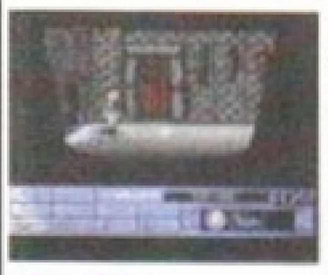
F1 Software are a small innovative company, which used to be called F1 Licenceware, that are specialising in cheap, quality oriented Amiga software. Most of these products are the best in their area and offer superb value for money. All programmers receive 25% of the sale price. Coming within the next few months are more unique titles [call for more detials]:

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Relics of Deldroneye 2	**- late December 1995**
G.R.A.C. v2	**- Early 1996**

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F1-67 BUBBLE TRUBBLE £4.99 decent arcade game
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F1-74 AMIGA ASSIST £3.99 introductory beginners guide [WB2+]
F1-76 OBSTICKLE £3.99 superb, cute platform romp! Great GFX!
F1-81 AQUAKON AGA £5.99 A little like Doom on water.
F1-83 IMAGE COMPRESSOR £3.99 for AMOS coders [WB2+]
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F1-102 AURIGA £4.99 very decent Strider clone
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F1-114 AMOS DIALOGUE PROCEDURES £3.99 another decent AMOS set of extensions. Use psuedo intution techniques, GUI interfaces, GAD Tools with ease within AMOS. [WB2+]
F1-115 ANT WARS 2 £3.99 a decent scortched tanks clone [WB2+]
F1-116 M.A.S.H. 2 £4.99 everyone knows about MASH. It was the game rated as a Team 17 Worms clone and it was one of the top winners in Amiga Format's recent AMOS roundup. This version 2 of the great game with increased playability, graphics and more. [WB2+]

GRAC v1.10

F1 LICENCEWARE



Do you admire the commercial games cush as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v1.10 you can easily make a point and click adventure game like Relics of Deldroneye. This version fixes bugs in v1 and comes with an extensive manual for your reference. Get this now! [WB2+]

£6.99

BLACKBOARD 4

F1 LICENCEWARE



Part of the new F1 GOLD range this excellent image processor now comes with an extensive fullly featured manual. The new version contains an online help routine, new file formats, new edit facilities, rotate pictures to any angle in 3D, new buffer routines with upto 99 pictures in RAM, new extensive preference links, thumbnail images, mash functions and new GUI frontend! **90% STAR Buy** in Amiga Shopper December '95 [WB3+]

£8.99

INTRO TO DOS 2

F1 LICENCEWARE

WOW! Version 2 of the superb guide and introduction to Workbench and Amiga DOS. Version one obtained superb grades in a number of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do you want to learn how to use your Amiga? This has twice as much information as the first version, with examples pictures. The easiest way to learn about DOS commands, the CLI or about Workbench. The latest version was given **90% STAR Buy** by Amiga Shopper in November 1995. A superb product. [WB2+]

£6.99

MAGIC PAINT BOX

F1 LICENCEWARE

Magic Paint Box is a superb new paint program for all ages. Mainly aimed at children under 8 years of age this is suitable for parents to easily demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print full colour pictures direct from the program to any colour printer. Over 80 different paint functions! Comes with full reference manual. "...like a breath of fresh air" wrote Amiga Shopper. "for pure entertainment value, this wastes commercial packages". Amiga Shopper **96% STAR Buy** in November '95. [WB2+]

£6.99

ZOOM

NEW - UPDATED VERSION

- **New Search Routine** – the multi-tasking search/find will seek file names or number
- **New 'Hot-Keys' Function** – just press 'S' for search or 'E' for extract, 'Help' for help!
- **New Separate List Buttons** – click a button for "Utilities" or "Demos" etc etc
- **Over 200 New Disks** – 200 new disks since Zoom 1 on 1st of June 1995
- **Restyled, Remastered** – new help and information guide, restyled artwork! Superb!

Do you want the latest PD CD-Rom that contains the latest PD to October 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early October 1995 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want the latest or greatest PD software then look here! The CD contains well over 1100 disks, over 640MB's of data or 1.3 GIG's of public domain.

- Greatest & latest PD from October '94 to October '95 : Utils, games, demos, slideshows, education, disk mags and more! - *including most of this advert and loads of great PD software*
- NEW! 100 Klondike/Card Games Deluxe Cardsets
- Ground Zero's Themed Imagine Objects
- NEW! A great selection of Active Software Pro Packs
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Superb value CD-Rom at only £19.99 NEW!
Available to existing owners at £6.99 - call!

F1 LICENCEWARE
volume one - F1-01 to F1-100

Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 90% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. **All programmers receive a royalty for every CD sold.** **£32.99**

COMMERCIAL SOFTWARE - NOT PD!

THE AMINET COLLECTION

Aminet 5	Out of Stock		£-------
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Aminet 7	August 95		£13.99
Aminet 8	October 95	[Out Now]	£12.99
Aminet 9	December 95	[Pre-Order]	£11.99
Aminet 10	February 96	[Pre-Order]	£11.99
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AMINET SERIES BI-MONTHLY SUBSCRIPTION SERVICE – Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.

AMINET COLLECTION VOL.1 £22.99 The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

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AMINET SET 2 OUT LATE NOV

NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. **TRADE details and prices available on request.** **£19.99**

BRAND NEW RELEASE

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Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 300 cards, on release, all ready-to-run and in LHA format (for BBS and HD use). Many, many exclusive cards from Scene members. Also includes Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc. This CD is ideal for a collector, someone interested in card games or any card fan. Superb!

new release! **£9.99**

17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected, software including demos, games, utilities, graphics, artwork, disk magazines, music modules and much more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.

new release! **£18.99**

SCI-FI SENSATIONS

SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. All the information is ready to run from the CD. Amiga, PC and MAC.

new release! *DOUBLE CD-ROM* **£18.99**

TEXTURE PORTFOLIO

Phantasmagoria are a professional company, based in Bristol, providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF for video titling applications. No wasted space on this CD-Rom - extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. A superb and complete collection for Pro's and Amateurs.

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THE LIGHT ROM COLLECTION

VOLUME 3 – Volume 3 contains 3 CD's containing over 4500 Lightwave objects, a showcase directory from artists across the globe, 700 textures, 3D landscapes, 1000 DEMs for Vista Pro etc, a collection of objects for Imagine, 3D Studio and Sculpt 3D. **This CD is due for release in early November.** A set of 3 CD's for under £50! Pre-order now!

VOLUME 1 £29.99 – VOLUME 2 £34.99

Vol 1 contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave and Toaster material with over 300MB of data that didn't appear on vol.1. A superb collection for any raytracer!

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A superb compilation brought to you by Tobias J Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seam very close to the superb surface texture techniques used. Ideal for both experts and beginners. **£29.99**



Are You Ready? Coming Soon..... Watch this space for more Details

AMOS vol.2

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Over 1 Gigabytes of data on this double CD Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples. **£18.99**

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SUBSCRIPTION SERVICE – Every time an Fred Fish CD is released (usually 6/8 months) we will send it to you for £17.99 - pay by credit or debit card. Card debited on despatch.

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This CD is for adults only. New material such as new images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material. *new!!* **£18.99**

GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal? This is the place! **£34.99**

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HOTTEST 4

This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, slideshows, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price NOW!! **BARGAIN! £7.99**

MULTIMEDIA TOOLKIT II

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. If you are a Multimedia fan then you should not miss release volume 2. **£22.99**

3D ARENA

A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities. **£19.99**

SPECCY 2

Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files. *new!!* **£18.99**

WORLD INFO 95

Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended. *new!!* **£34.99**

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This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games. **£26.99**

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1700 colour files with categories such as Animals, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Insects, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion. *new!!* **£8.99**

C64 SENSATIONS

This CD gives you almost 10000 C64 megademos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). C64 experts have searched high and low through C64 archives to put together a superb collection for Amiga and PC. *new!!* **£18.99**

HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself. **£15.99**

TEN ON TEN PACK

A Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD. **£35.99**

UTILITIES 1-1500

The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much much more! **BARGAIN! £7.99**

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Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME 1 £14.99 – VOLUME 2 £16.99

ILLUSIONS IN 3D

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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



Good news for A600 owners – accelerating your machine may not prove such a problem anymore.

BACK TO FRONT

I've purchased a 1Mb trapdoor expansion for my A600 with 20Mb hard drive. I'm told that the older A600s used RAM expansions as Fast RAM. However, my A600 was one of the last produced and uses my extra meg as chip RAM. Is it possible to convert my extra meg of chip RAM to become Fast RAM.

Also, is there a way of using some of my hard drive as virtual memory, as I am always running out of memory on art programs and can't afford a PCMCIA "credit" card.

Philip Howe
Devon

An unusual request, as most folks seem to want to convert Fast RAM to chip RAM and not the other way around. All the A600s I have come across deal with the trapdoor memory as chip RAM, although I suppose it is possible that early machines had a Fat Agnus, rather than an Obese Agnus (the chip which is responsible for 2Mb chip RAM). Although I appreciate the fact that, at least theoretically, converting the extra chip RAM to Fast RAM would cause the A600 to run slightly faster, hacking the hardware is probably not the most sensible thing to do – even if it was possible.

Instead you might want to look around for utilities which "fake" the Fast memory by fooling the Operating System, There is one program on Aminet called "half'n'half" in the util/boot directory which sounds as thought it will do the job, although it might not work with the A600 (the other possibility was FakeMem, but it definitely requires an 020 or better to work).

Unfortunately, Virtual Memory requires a processor with an MMU in order to work invisibly and that means a 68030 or better processor. Some programs will use a disk cache themselves, which is one form of virtual memory. Programs which do this include ImageFX and Personal Paint, so keep a look out and read the small print in the manuals.

The good news for A600 owners is that the answer to the old joke "How do you accelerate an A600?" could be changing. Rumours of accelerator and memory cards are becoming very strong indeed, so perhaps it will be possible to add up to 8Mb of Fast memory soon after all... (The original answer is, of course, "Throw it out of the window.")

TELL ME WHY?

It would be really helpful if you could answer a couple of questions regarding an Amiga and a PC.

1. What is the difference between AGA and VGA. Which is better?

2. What is a pixel mode and why did Mark Silby (the games programmer) say that the AGA chipset should have a chunky pixel mode to make it better than the VGA chipset?

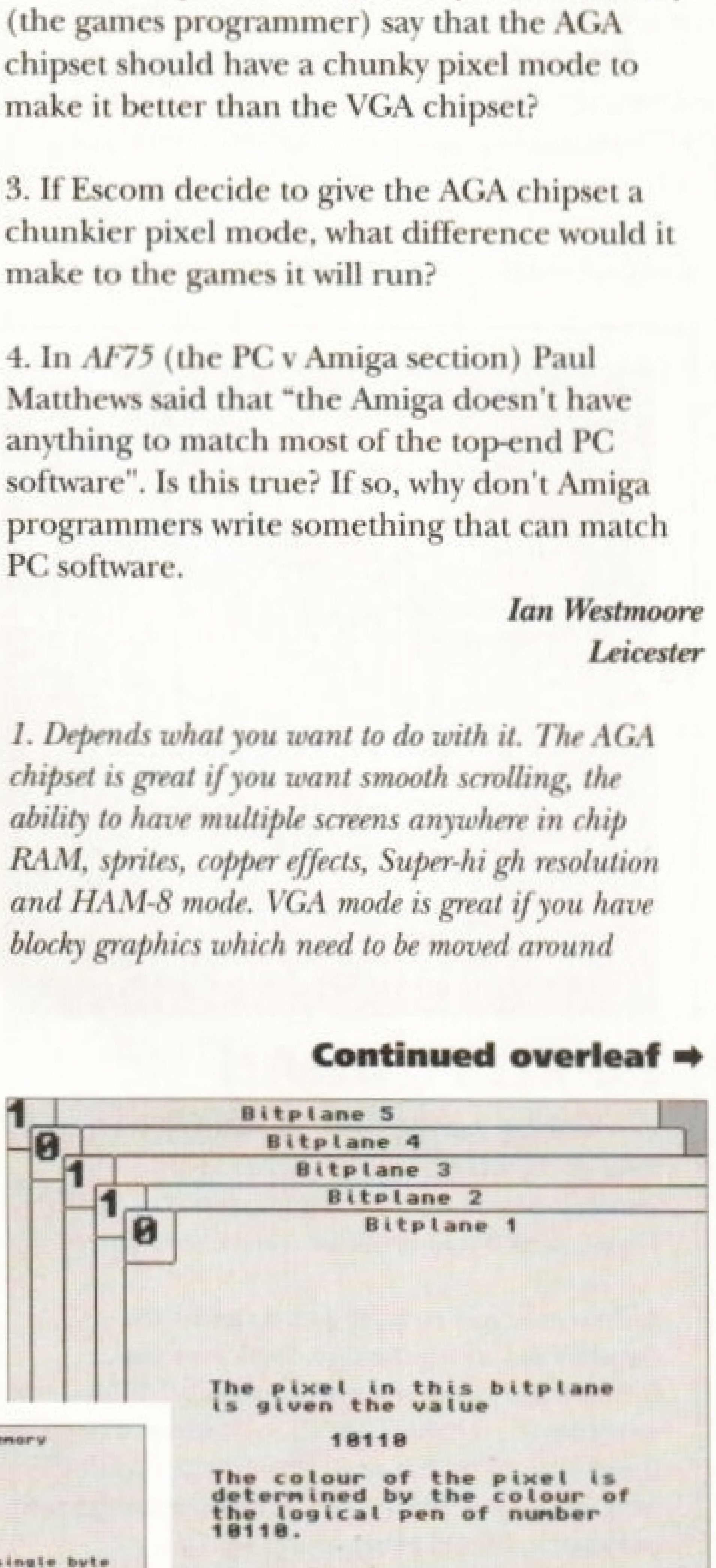
3. If Escom decide to give the AGA chipset a chunkier pixel mode, what difference would it make to the games it will run?

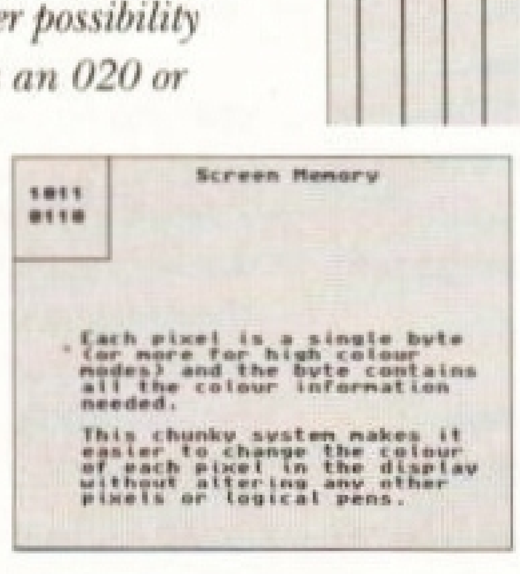
4. In *AF75* (the PC v Amiga section) Paul Matthews said that "the Amiga doesn't have anything to match most of the top-end PC software". Is this true? If so, why don't Amiga programmers write something that can match PC software.

Ian Westmoore
Leicester

1. Depends what you want to do with it. The AGA chipset is great if you want smooth scrolling, the ability to have multiple screens anywhere in chip RAM, sprites, copper effects, Super-hi gh resolution and HAM-8 mode. VGA mode is great if you have blocky graphics which need to be moved around

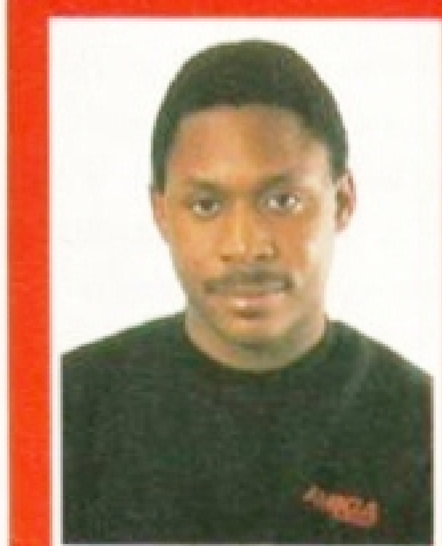
Continued overleaf ➡





Bitplanes are good at scrolling effects amongst other things.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500	○ A500 Plus	○ A600
○ A1000	○ A1200	○ A1500
○ A2000	○ A3000	○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2	○ 1.3	○ 1.3.2
○ 2.04/2.05	○ 2.1	○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer:

____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:

____

Hard disk: ____________ **Mb as DH** ____

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer

____

Details of other hardware:

____

quickly – which just happens to be how games like Doom work.

2. I think you are referring to "planar" and "chunky" modes. The Amiga graphic chipset works in planar mode, which means that each screen consists of a set of bitplanes. The colour of each pixel in the display depends on the value set in each bitplane. Bitplanes are good at scrolling effects amongst other things, but they can be slow in certain applications. Chunky mode is different, because each pixel on the display has its colour information stored in an individual byte of memory, rather than scattered through bitplanes. This makes moving large chunks of image and setting individual pixels a lot faster.

3. If Amiga Technologies improve the chipset it will probably include a chunky mode (which incidentally all graphics cards use because they are based on PC graphics chips) – then Doom and other 3D texture-mapped games will be easier. That said, the CD³² had a chunky-to-planar chip built in and there were hardly millions of Doom clones by lunchtime. A processor more powerful than a 68020 with no Fast RAM as standard is also needed.

4. Comparing high-end PC software to the Amiga is depressing because there are no direct equivalents to MicroSoft Word or QuarkXpress for example. This is because both these programs cost so much to develop that the companies need to sell millions to recoup costs. No one is willing to spend so much developing Amiga versions when the sales will be much lower. That said, Amiga software is still getting better all the time: Final Writer and Final Calc can compare favourably to many PC word processors and spreadsheets, for example.

TOWERING INFERNAL

I am an A1200 owner with a 4Mb Viper and a 202Mb hard drive. I am wishing to expand again, but don't know which path to take. Not being able to afford an A4000/40, the A1200 Tower seems a good idea. But I could not justify paying £500 for a case that would cost £35, including power supply and some circuitry for Zorro boards.

Why will *AF* not tell its loyal readers how to fit their 1200 into a PC Tower case? I think an article taking a step-by-step approach would be much appreciated by your readers.

I also wish to know if it is possible to buy the circuitry to attach Zorro boards to a 1200 (if the 1200 was fitted with a Tower case)?

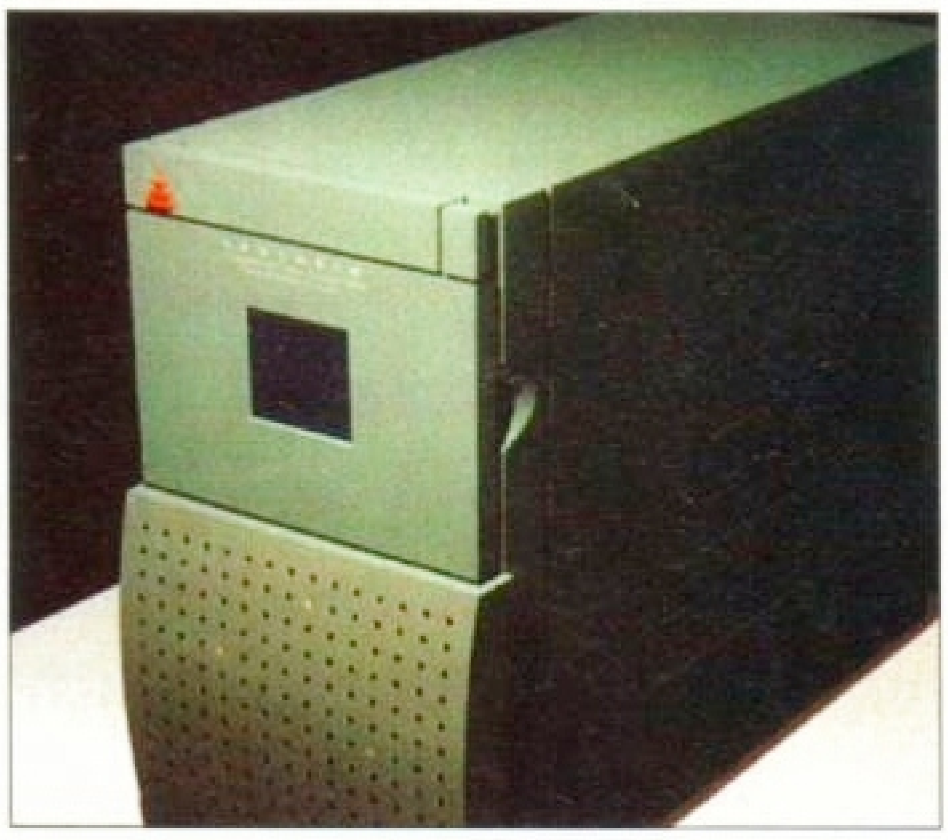
Upon reading PC mag adverts, a 32Mb upgrade for my Viper board would be cheaper than through the advertisers in your own excellent mag. Could I use these memory modules?

Martin Akers
Sheffield

At first glance, the A1200 and A4000 Tower expansions can seem very expensive, especially when you see the price of empty PC cases. However, don't fall into the trap of thinking that it's easy to adapt the case to suit an Amiga or add Zorro slots. The slots will require custom-built electronics and specially made PCBs. If you want to "Do It Yourself", a PC Tower case sounds like a bargain when you see the adverts, but there are several points to consider:

1. You will need some way of extending the keyboard cable, or adapting a PC keyboard,

2. Access to the Amiga A1200 ports will need to be



DIY Tower expansion is cheaper, but risky business indeed. You must know what you are doing!

sorted, because the spaces at the back of the Tower case will not be in the right places.

3. Mounting the A1200 circuit board inside the case can be tricky, because the mounting screws will all be in the wrong place.

4. The connections for power will have to be changed.

5. Amiga-specific features, such as the mice, reset keys, LEDs and PCMCIA expansion port will need to be taken into account too.

Of course, several people have transplanted their little Miggys very successfully and, given the recent appearance of 68040 and 68060 accelerator cards (and the high price of the A4000T), it can be a sensible approach.

Ask the Tower dealers if they will sell you the Zorro card adaptors separately and then settle down for a pleasant evening with a soldering iron and a screw driver. But, don't say I didn't warn you!

AF has been considering detailing the steps involved in rehousing an A1200, but we're not keen since it really is a mammoth undertaking. We are busy enough on reader call day as it is! Perhaps in the next few months when we have a few A1200s spare we'll get around to it.

Apart from those for GVP cards, there are no Amiga-specific SIMMs, so any memory which is the right specification will do.

You will need to check the number of pins, whether it is double-sided or not and the speed with the requirements of your specific trapdoor card.

MISSING LINK

I wonder if you could answer a few questions for me, please:

1. Is it possible to link up a normal CD player to my Amiga A1200?

2. I've written a couple of programs using your Coverdisk version of AMOS Professional and I'd like to release them into the Public Domain – the thing is that I may want the program to run from Workbench. How do I stand in terms of copyright?

3. I'm thinking about adding a hard drive to my A1200. Are they really as easy to fit as many people say?

4. If I added a modem to my Amiga, could I



The Amiga is a wonderful comms machine.



The new IOmega Zip drive – looking good.

ZIPPITYDODAH

I've had my Amiga 1200 for about 18 months now and I would like to expand the capabilities of my already superb machine. Please could you answers some questions.

1. As I've said I'm trying to expand the capabilities of my Amiga. Which of the following would you suggest I buy? A Squirrel external hard drive 365Mb, a Squirrel CD-ROM Quad Speed, or the new IOmega Zip Drive? I mostly use my Amiga for games, graphics and very basic AMOS programming.

2. When using the Squirrel SCSI II set-up, does it make any difference to the speed if you put your extra pieces of hardware in a certain order?

3. My mum recently bought a printer (Cannon BJC 4000) for her PC and I wondered if there are any leads available to connect a Cannon BJC 4000 to the Amiga? If so, where can I get them?

Thank you for your help and keep up the good work.

Ian Harrison
Middlesex

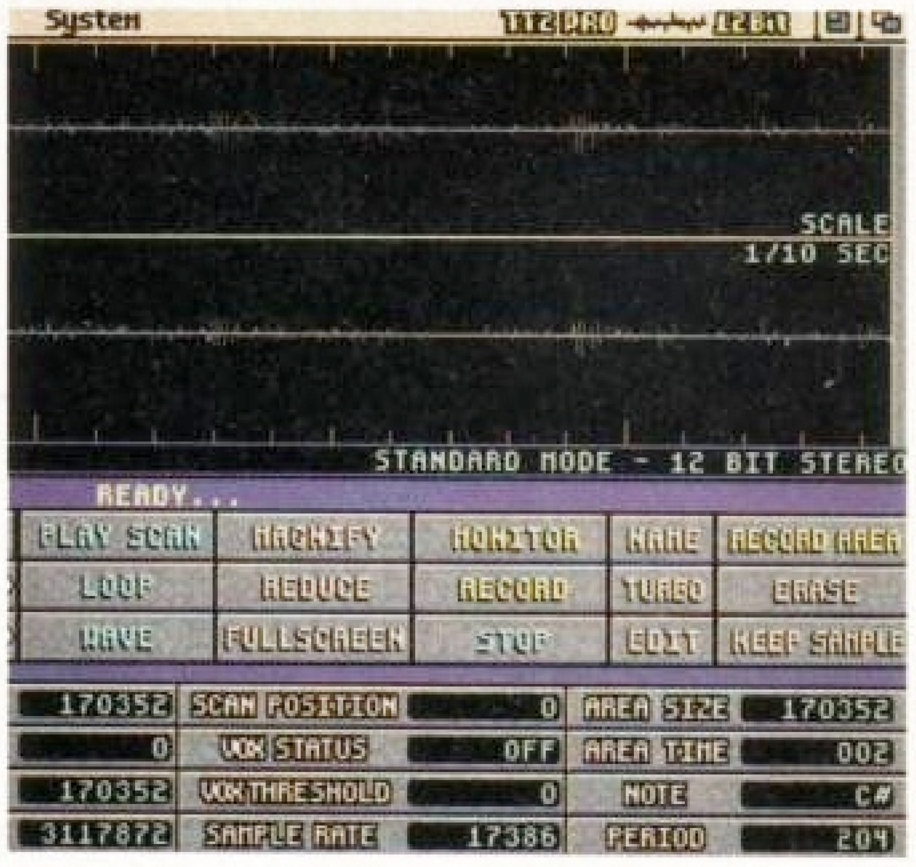
1. If you haven't already got a hard drive, then this is a priority. The Zip drive looks so good that I would be tempted to consider recommending one instead of a standard SCSI hard drive. Certainly on price and expandability, it is probably the better deal. The CD-ROM drive would be nice (do you really need a quad-speed one, though?), but a hard drive (or Zip drive) should be your first purchase.

2. No. If you pick high SCSI ID numbers for your devices there will be a slight pause at boot-up time as the devices are searched for, but that is about it.

In operation, SCSI works very well indeed at chaining hardware.

3. You can probably use her PC lead. Although Amiga-specific ones are to be recommended (since the Amiga provides a power signal at the parallel port), most non-ribbon cable style leads for PCs will work perfectly. It's the driver software you need to worry about.

RANDOM SAMPLE



Enjoy the Amiga's superb sound and music-making capabilities with a program like Technosound Turbo.

I have an A12000 with a 120Mb hard drive. Me and my mate Tim are enjoying the Amiga's superb sound by sampling music and witty comments from various TV programs.

Now we both have so many samples we don't know what to do with them all – we have many samples for error tones and startup sequences. However, you can only use one sample for each of these. That is our problem – is there a way in which we can randomise which sample will be used that won't slow down the startup sequence too much?

I had an idea to do this. I thought "why not just give each sample to a certain drawer (whichever the sound program thinks it is in) and rename the sample to the name the sound program is looking for"? But my mate Tim says that you can't create a random number during startup. Is this true? Help please!

Paul Farrar
Bromley

You are on the right track – renaming is fast and is an easy way to re-direct the Operating System to use different samples each time the Amiga is switched on. Your mate Tim is also right in that there are no default ways to create a random number from AmigaDOS.

There are two ways to approach this problem.

The first way is to write an AmigaDOS script which stores a value on your disk and is therefore able to remember which sound effects were used last time.

When you boot the Amiga, the script reads this value and knows to move to the next name. It then stores the updated value. In this way all the samples will be used in sequence.

The second way is to write or obtain a utility for performing random operations at startup time. There are many programs like this around, so check your local BBS, or get any Aminet CD because these are always crammed with useful utilities.

contact the various E-mail addresses that you see about, or are they only open to the PCs?

5. Is there a CPC emulator available for the Amiga A1200?

Thank you for taking the time to read this letter and any help or advice you could give would be much appreciated

Mr S J Matthews
Kings Lynn

1. Depends what you mean by "link" exactly. You can't pass the digital sound from the CD player into the Amiga, unless you have a CD player with digital outputs (most domestic ones have analogue only) and a special Zorro card on the Amiga – expensive. You can connect the sound output to a sound sampler of course, and if you get a good sampler and set the levels right the results are very impressive.

If you want to control the CD player's operations (play, fast, pause and so on), then that is possible. The simplest way is to obtain an InfraRed remote control kit (several are detailed on Aminet) which connect to the parallel, serial or joystick ports of the Amiga and "fake" the remote control of the CD player. It's a clever way to synchronise music or sound effects to Amiga multimedia presentations (some multimedia systems allow control over the CDTV, which can play audio disks and can be picked up cheaply second hand).

The best way of controlling a CD player is actually to use a CD-ROM drive. All will play music discs, but the better ones will also allow the sound to be taken off the disk digitally over the SCSI interface and stored as an IFF sample.

2. One thing you should be able to assume is that everyone with an Amiga already has Workbench.

However, this doesn't give you the right to distribute it; you will need to ask Amiga Technologies about that. However, why not write your software using the Installer program so that it copies itself on to the users' system and therefore makes use of their own Workbench?

3. It depends which type of drive you buy... a SCSI hard drive connected to a Squirrel SCSI interface will take about thirty seconds to fit. Simply slot in the PCMCIA interface card and clip in the SCSI connectors. Other drives which connect via the PCMCIA slot are just as easy to fit. However, when you want to fit a drive internally it can be another matter altogether.

The A1200 was designed for 2.5 inch IDE drives. If you have a suitable drive and cable, it will take about twenty minutes to unscrew the A1200's casing, fit the cable and the drive into the cradle, and re-connect everything. It is possible to fit 3.5 inch drives which are cheaper and faster, but although the many kits available are very easy to follow, if you reckon you might be a total klutz with a screw-driver you should give them a miss. Otherwise, anyone with a little skill and some spare time can fit a drive. If there is no Amiga dealer nearby, most electronic repair shops will happily fit the drive if you ask nicely.

4. Add a modem to your Amiga and you can dial into Bulletin Boards or use any Internet service and no-one will know what computer you have thanks to wonderful standards such as V34 and TCP/IP. All you need is a terminal emulator program (such as Ncomm or Term) to use BBSs. If you want to use the internet, you will need to pay a service provider and then obtain and configure AmiTCP (available in the UK from Blittersoft).

5. Yes, there is. One was uploaded to the Aminet recently and is called acpc_dem.lha and you will find it in the misc/emu directory (when you get your modem).

FLICKER MAD

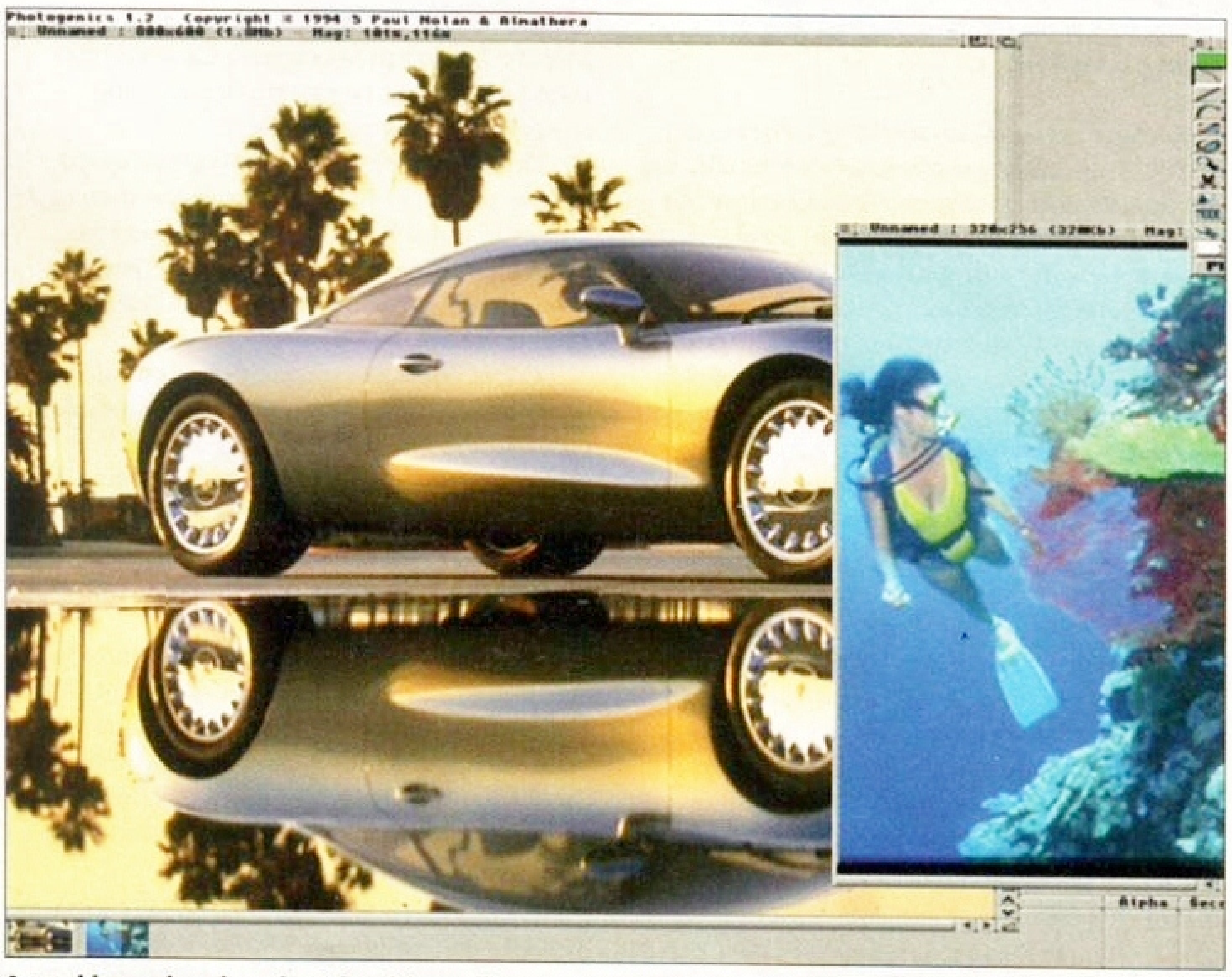
I'd like to ask a few questions about expansion.

1. Does a graphic card, such as the Picasso, stop the flickering on an interlaced screen mode?

2. I would like to buy a second larger hard drive for my A1200. I was considering getting a PC one, but understand I would need an external case. Where do I get the case from and how do I connect it to my Amiga anyway?

3. Whilst on the subject of hard drives, in the back of my A570 manual (as I also own an A500+ with A570) it says you can get additional RAM for it and a HD. However, no-one seems to sell them anymore. Also, is it possible to get a HD out of the serial/parallel port, like you can with PC drives?

Continued overleaf ➡



A graphics card, such as the Cybervision, will not stop interlace flickering – you need additional hardware for that to happen. In other words, you need a monitor which can display 31kHz, rather than 15kHz.

← 4. For my A1200, I would like to get a Tower case. I would like to get a PC one as they are much cheaper – these cost about £30 with a power supply (for the one I want) but is £30 all I need to spend? Do I need to buy any more cables – I already have a Squirrel and a 1m SCSI extension lead?

5. Supposing I was to get this Tower case, would I be able to fit a graphics card, a hard drive and additional RAM, as it is a PC Tower case? Plus fitting my external floppy drive would be easy enough, but how do I fit my Aiwa CD-ROM?

6. Which is the best and most efficient way of emulating a PC, a board or PC-Task? Also is it possible to use a PC mouse without using any emulation?

7. And, finally, I was wondering about opening a PD House, do I need any permission from any one, or do I just go right ahead and do it? Plus, is it alright to add intros to the disk, as long as you don't change the authors files? Next, if I got together a collection of PD titles would I be able to sell them as one disk? Lastly, how would I go about advertising?

Thanks for your time

Darren Nicholl
Kings Lynn

1. No, a graphics card won't stop interlace flicker as such. The flicker is caused when a particular video mode sends out a frame in two halves to get more detail on to the screen. The extra detail is there OK, but the delay between the frames leads to flicker.

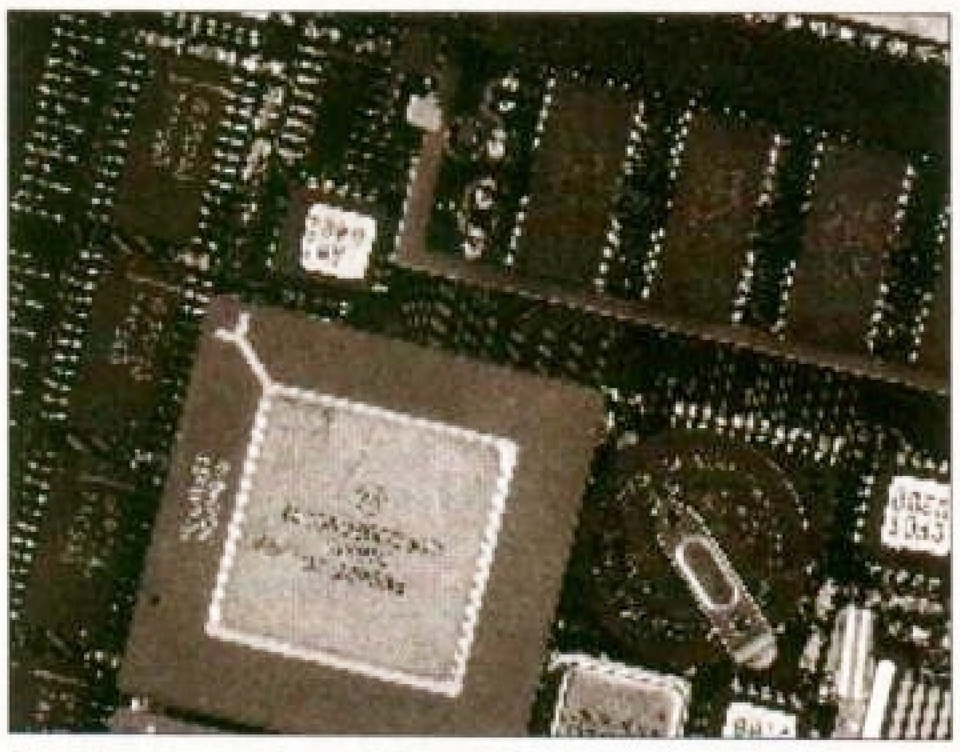
You can stop the flicker by sending the frame in one go, but this requires extra hardware to combine the two halves and also a monitor which can handle the increased bandwidth. In other words, you need a monitor which can display 31kHz, rather than 15kHz.

Older Amigas could only produce screen displays of 512 lines or so in interlaced modes, but the AGA chipset allows screens this size to be displayed in non-interlaced form as long as you have a 31kHz monitor. A graphics card will also offer new modes (such as 640 by 400, or 800 by 600), but, again, a 31kH monitor is required.

2. You have several choices for fitting a drive to an A1200. If you are already using an internal IDE, you can replace it with a larger one. Standard drives are 2.5 inches and larger capacity versions are expensive, which is why companies such as EyeTech (tel: 01642 713185) offer kits to squeeze 3.5 inch drives inside. These are currently the fastest and cheapest drives. You can mount them externally – any standard 3.5 inch device case will suffice, but you will need to look around for a suitable cable (ask EyeTech). As an alternative you could keep your internal drive, but use a Squirrel interface and an external SCSI device (hard drive or Zip drive).

3. The A570 was supposed to have hard drive and memory expansions available, but nothing really happened so you should forget this expansion path unfortunately. At the moment, it is not possible to connect a hard drive to the parallel or serial ports (although you could use Parnet to link to another Amiga and so another hard drive), but rumour has it that the PC parallel port version of the Zip drive could be made available.

4. No, it costs a heck of a lot more that £30. For £30 you will get a big, empty box, possibly with a power supply. You will need to extend your A1200's keyboard, mount the motherboard, adapt the outputs to fit the holes at the back of the Tower case... it's a lot of work for what would be little more than a cosmetic change from the neat A1200 case.



Should you go for a Blizzard 1220 or 1230? It all depends on what you use your Amiga for.

5. The Tower case is empty; you would need to add Zorro slots for the expansions you want and that is beyond the scope of most home users. The Aiwa CD-ROM is an external device not suitable for internal fitting.

6. Hardware emulation using real PC microprocessors is always much, much, much faster than software emulation. Hardware emulation is currently next to impossible to obtain and only software systems like PCTask and Emplant's PC emulation software are available. A PC mouse can apparently be re-wired to suit the Amiga.

7. You can set up a PD house anytime you like and the only people you need to inform would be the Inland Revenue if you make pots of money. Public Domain software has all rights to it relinquished and so you can do anything you want with it. Other software may still be copyright and so you will need to read the small print for conditions and possibly contact the authors. You would advertise like everyone else – pay for space in a magazine like Amiga Format.

NEED FOR SPEED

I will be buying an accelerator for my A1200 soon and I would be grateful if you could answer the following questions.

Does an accelerator speed up the speed of your printer? I have just about saved enough money to buy a Blizzard 1220/IV board for my computer, but I am not sure whether I should save up further and buy a Blizzard 1230 IV board.

Could you suggest which one I should go for. I use my computer to play computer games, I also do some sound sampling using Technosound Turbo 2 and do a lot of graphics work such as digitising. I would also like to emulate my Amiga into a Mac using Shapeshifter and into a PC using PC Task after I purchase the accelerator.

Do you think that software companies will ever design games or serious software for Amigas with 030 processors only, or better?

I have heard that the new Amiga 1200s should be available in the shops any time now and will take standard PC SIMMs without the need of a board.

If this is true, does it mean that the price of normal accelerators boards will be going down?

Harpreet Gagneja
Middlesex

An accelerator will not speed up the printer, but it will speed up the processing of data prior to printing: and so the net result will be more printed pages in less time.

As you don't seem to do anything really processor intensive, such as image rendering, then the cheaper double-speed 68020 Blizzard will probably fit the bill. However, if you are serious about Mac and PC emulation, the faster, 68030-based card will be almost essential. The PC emulation especially will be almost unusable with a 68020-based Amiga and even with a 68040 it's very disappointing.

All software will benefit from a faster processor because of backward compatibility, but specially written software for the 68030 has little to offer over 68020 versions because the chip isn't that much more advanced. The 68040 and 68060 have more optimisation opportunities than earlier processors and so software is usually re-written for these. Serious software already comes in versions for Floating Point Units and some utilities require a 68030 or better to get access to a MMU (Memory Management Unit).

I'm afraid the rumour you heard about new A1200s taking SIMMS was only that and the 'new' A1200 is exactly the same as the 'old' A1200 apart from the name on the case.

COLOUR LICENCE

I currently have an Amiga 500+ and run Kindwords 2 on it. I have recently bought a Citizen Projet IIC printer.

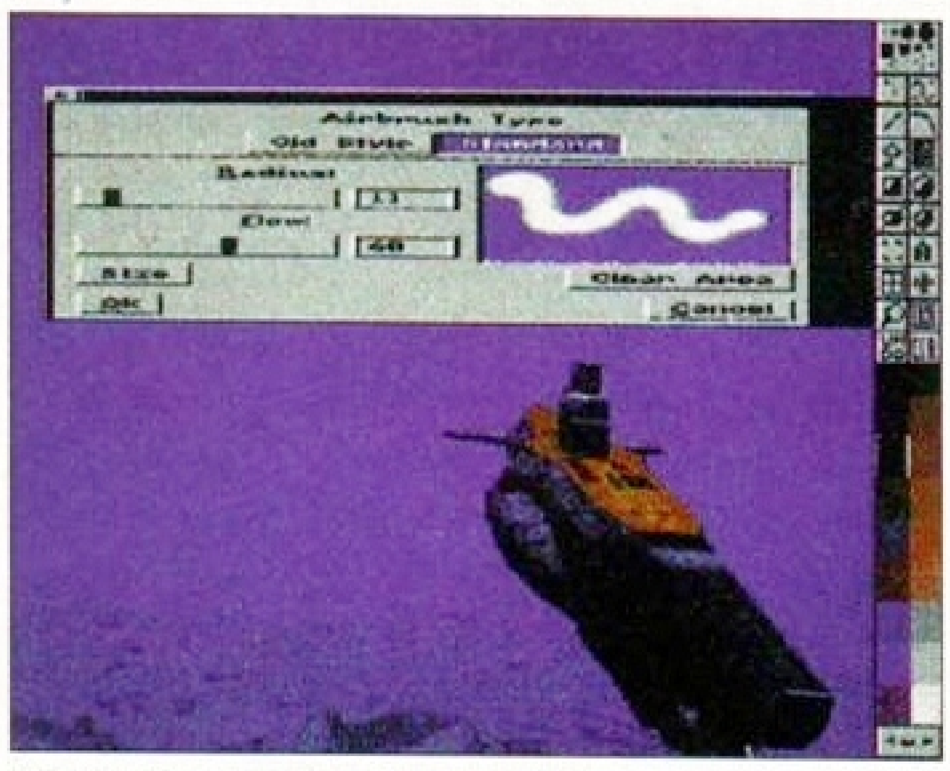
My problem is that my son wants to produce items for his GCSE studies incorporating colour drawing and text on one page. Whilst Kindwords will allow you to insert items into it, for example from DPaint, it will not print these in colour. Also the size of fonts are limited.

Is there any product that I can purchase that will allow him to produce a colour drawing in Dpaint, insert it into another document and add text to it of different sizes – or a product that will allow you to do text and drawings together?

Mr J Collyer
Essex

I hope you have a hard drive and some extra memory, because you are going to need them. You really need a more up-to-date program than Kindwords and I would suggest something like Final Writer, Wordworth or even a fully fledged DTP package like Pagestream (although that's probably over the top a little).

All these programs will allow you to mix text and graphics quite freely on the page and then print the results in colour. If your memory is limited to 2Mb or less and you are using floppies, you should still be able to use Final Copy (Final Writer's little brother) on your existing hardware.



Final Writer, Wordworth, Final Copy, or even Pagestream can all incorporate DPaint drawings.

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E185... Astrology ... Calculates positions of planets
E193... Astronomy ... A total concept disk
E234... Colour The Alphabet ... Educational spelling game
E271... The Highway Code ... All you need to know
E023... Electronic Train Set (1meg) ... Construct own train set
E061... Pick up a Puzzle (2 disks) ... Fit the pictures
E079... Treasure Hunt ... Great kids game
E088... Pair Crazy ... Good puzzle game for kids
E271... Dinosaurs ... Quiz on Dinosaurs
E298... States of Europe ... Information on this continent. Good
E299... Communicate ... Learn how to use sign language
E301... Japanese Tutor (2 disks) (N) ... Learning disk
E311... The Internet ... A guide to the Internet
E312... Learn French ... French verb tester
E315... Learn & Play 3 ... Education & Games
E331... Jigsaw (2 disks) ... Match the pieces in to a jigsaw
E339... Dunks DTP ... Desktop publishing for kids
E350... Barney the bear (2 disks) ... Learn & meet animals
E385... What's its Name (N) ... Educational for kids
E410... Birthday History ... Give details of events on your birthday. Good

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B136... Amibase Prof ... Excellent Database
B140... Text Engine ... Excellent Word Processor
B153... File-a-fax ... As it sounds
B154... QED ... Beginners Word Processor
B175... Text plus VERSION 4 ... Excellent Word Processor
B134... Amicash ... Easy-to-use accounts program
B137... 600 Business Letters ... All ready to print
B240... Little Office ... Word Processor, Database & Spreadsheet
B323... Onform ... Invoice maker
B330... Easycalc ... Excellent Spreadsheet

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C197... Clipart ... Stars/Logos/Explosions etc
C198... Clipart ... Valentines and Weddings
C119... Clipart ... Christmas and New Year
C200... Clipart ... Christmas signs
C206... ABC Adventure Creator (N) ... Create your own adventure games
C231... Audio Animation Studio ... Create Cartoons
C236... Word Power ... Solve crosswords & anagrams
C256... Print Studio ... Multi purpose printer utility
C258... Garden Designer ... Create your own garden, excellent graphics
C263... League Database ... Easy-to-use football editor
C389... Turbocat Pro (not 1.3) ... Excellent catalogue organiser
C331... Signature Creator ... Customise your signature

MISCELLANEOUS UTILITIES

M335... Error Information ... Explains computer crashes
M340... Bar Tender (not 1.3) ... Drinks and cocktail recipes
M204... Race Rater ... Check out form of horses
M241... Winemaker ... Database for wine lovers
M244... Lockpic V2.0 ... Uncover copy facilities
M245... Relo Kick V1.4 ... Latest D Grader for A1200
M259... Easy Spell ... Spell checker/helper
M210... Pools Tools ... For football pools
M299... Tee to Green ... Excellent golf-scorer
M310... Personality Analysis ... Type in answers to assess yourself
M311... Cop the Lot Pro ... Updated lottery helper
M332... Virus Checker V6.5 ... New updated killer
M333... Disk Repair Kit ... Salvages damaged disks

DEMOS + RAVE

D075... Girls of Sport ... Pretty shots of talented girls
D106... Madonna ... Pictures and music
D166... Star Trek Animations ... Animations of USS Enterprise
D177... Star Trek Animations ... Agatron No.17. More like above. Good
D287... Calendar Girls ... Slideshow
D312... Rave Vision ... Rave music & Graphics
D314... Nine Fingers (2 disks) ... Good. Sequel to State of Art
D316... Jupiter Impact ... Real pictures of planet's collision

MUSIC

M084... Pink Floyd ... The Wall remix
M093... MC Hammer ... Can't touch this
M094... Guns 'n' Roses ... Pictures & Music
M082... I've Got the Power (N) ... Excellent remix
U244... Sound Tracker Samples (4 disks) ... 100's of sounds for sampling

ADVENTURE GAMES

Ad005.. All New Star Trek (2 drives, 2 disks). USS Enterprise classic. Best one
Ad007.. American Star Trek (2 drives, 2 disks) (N) ... Graphic adventure
Ad523.. Boomin Eck (not 1.3) ... Professional looking platform game
Ad019.. Dungeon Delver (2 disks) ... Difficult adventure quest
Ad065.. Pixie Kingdom (2 disks) ... Tricky adventure game. Good
Ad222.. Neighbours Adventure (2 disks) ... Bring Paul Robinson to court
Ad245.. Iron Clads (2 disks) ... Graphic adventure
Ad326.. Wibble World Giddy ... Really good platform game
Ad421.. Glassback II ... Very good platform game
Ad500.. The Devils Abode ... 3D Horror Adventure

ARCADE + PLATFORM

A010... Breakout ... Classic bat & ball game
A011... Blizzard ... Horizontal shoot 'em up. High quality
A514... Helicopter (not 1.3) ... Shoot 'em up
A050... Master of the Town (N) ... Destroy town with mouse
A512... Transplant ... Asteroids game
A165... Super Skoda ... Car racing game
A520... The X Mass Project ... Simplistic shoot 'em up
A207... Flagcatcher ... Find the flags. Very addictive
A209... Games Galore Ten (N) ... 14 excellent games
A214... Parachute Joust ... Fight for parachute on descent. V. good
A221... Revenge of Mutant Camels ... Good. Similar to Centipede
A524... Assassins 245 ... Packman + 3D
A525... Assassins 246 ... Lactose, Ooze and Cruel
A526... Assassins 247 ... China Challenge 2, Moose Drive and Antimatter
A527... Assassins 248 (not 1.3) ... Air Fight, F-Ball and Mattix
A243... Tetren ... Excellent Tetris clone
A247... Quiz Master ... Quiz which includes Editor
A255... Amos Games ... 5 games including Glassback
A327... Tetris Pro ... Tetris game with exceptional variants
A333... Icerunner (N) ... Recom. Brilliant platform game. 10 out of 10
A338... Project Buzz Bar ... Excellent Asteroid type game
A340... Depth Charge ... Submarine game
A341... Earth Invader ... The best Space Invader game
A433... Harry Haddock ... Really good platform adventure
A434... Amiga Boy ... Console games on Amiga!
A443... Nimble! ... New. Addictive graphical platformer
A502... Cyberman ... 3D Pacman game. Excellent
A503... Chaneques (2 disks) ... Like Lemmings. Good
A504... Rebellion ... Asteroids shoot 'em up

STRATEGY + WAR GAMES

Sim013.. Bullrun (N) ... American civil war game
Sim513.. Bridge ... The card game
Sim102.. Simulation 1 (1 meg) ... Recommended. 5 games including Metro
Sim109.. Wheel of Fortune (N) ... TV Quiz, computerised
Sim124.. Napoleonic Warfare ... High quality simulation
Sim528.. Battleships ... Classic game, computerised
Sim143.. Card Shop ... Well presented card games
Sim217.. Act of War ... Excellent strategy games
Sim218.. Roulette ... Casino Classic
Sim220.. Sub Attack (N) ... Also landmine + bomber
Sim224.. Strategic Games ... 3 excellent games
Sim410.. Island ... Excellent board game. Build hotels & money
Sim414.. Diplomacy (N) ... Classic, similar to Risk
Sim415.. War (N) ... Top quality 8bit strategy
Sim158.. Total War (N) ... Risk type game
Sim428.. The Shepherd ... Populous clone
Sim431.. Rags to Riches ... Become a millionaire
Sim444.. Ultimated Quiz ... Pub quiz clone
Sim505.. Scrabble ... Board game, computerised

SPORT

Sp170.. Amos Cricket ... 'Owzat!
Sp208.. Grand Prix Simulator ... Excellent
Sp256.. Slamball ... Management game of US football-type sport
Sp263.. Soccer Cards ... Simplistic league-based game
Sp299.. Top of the League ... Addictive football management game
Sp303.. Strikeball ... Baseball-type action game
Sp307.. 18th Hole (2 disks) ... Excellent golfing game
Sp325.. Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
Sp337.. Super League Manager 2 ... Updated soccer management game
Sp372.. Road To Hell ... Well produced racing game
Sp373.. Wrestling (2 disks, WB2.0 upwards) ... Good fun graphics
Sp376.. Unsensible Soccer ... Good football game
Sp429.. A Day at the Races ... Simple horse racing game

A1200/A4000 ONLY

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U246... Magic W/Bench ... Excellent W/B improvement for A1200
U336... TUDE ... The Ultimate Degrader
U324... Lottery Winner AGA ... Helps you to win!
U334... AGA Killers ... Updated virus killer
U508... Videotracker 2 ... AGA demo creator
U285... Fairlight ... 29 meg of graphics on one disk
U289... State Of Art ... Famous, quality demo
U290... Raving Mad Me ... High quality music video
U291... Lethal Exit ... Stunning demo
D300... Technotrack II ... Move rave music
G412... Kiss the Canvas ... Boxing game
D305... Tina Small ... Slideshow of model
D310... AGA Mansell ... Nigel Mansell slides
D315... Minomist Rave ... Great dance demo
D509... Phoebe Cates ... High resolution slideshow
E300... Speak & Spell ... Good for learning youngsters
G321... AGA Klondike (3 disks) ... Excellent patience card game
G322... Giger Tetris ... Tetris clone
G339... AGA Megaball ... Brilliant breakout game
G372... Mad Fighter ... 2 player Street Fighter game
G414... Motorola Invaders (2 disks) ... Brilliant Space Invaders
G420... Pssst AGA ... Arcade AGA game
G440... Missile Over Zenon (2 disks) ... 3D missile command
G441... To the Death ... Street Fighter clone
G442... Excellent Card Games III ... Restricted AGA version
G445... AGA Donkey Kong ... Re-hash of original. Good
G506... Battle Duel ... Multiplayer artillery game
G507... Samurai Showdown ... Street Fighter clone
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Real 3D Tutorial

The appearance of objects in *Real 3D* depends on their physical properties and existence of any image maps. It's possible to use either or both of these settings to achieve the appearance you want.

Last month we looked at the physical properties (brilliance, transparency and so on) and this month we'll look at some of the mapping controls. Remember, an image map is any IFF drawing which you can create in a paint program such as Personal Paint or Deluxe Paint: although you should stick to the non-AGA modes (2 to 32 colours, EHB and HAM) for best results.

A map could be used to add a label to a bottle, or insignia to a jet fighter. Bump maps and special maps allow the shape and properties of an object to be changed as well.

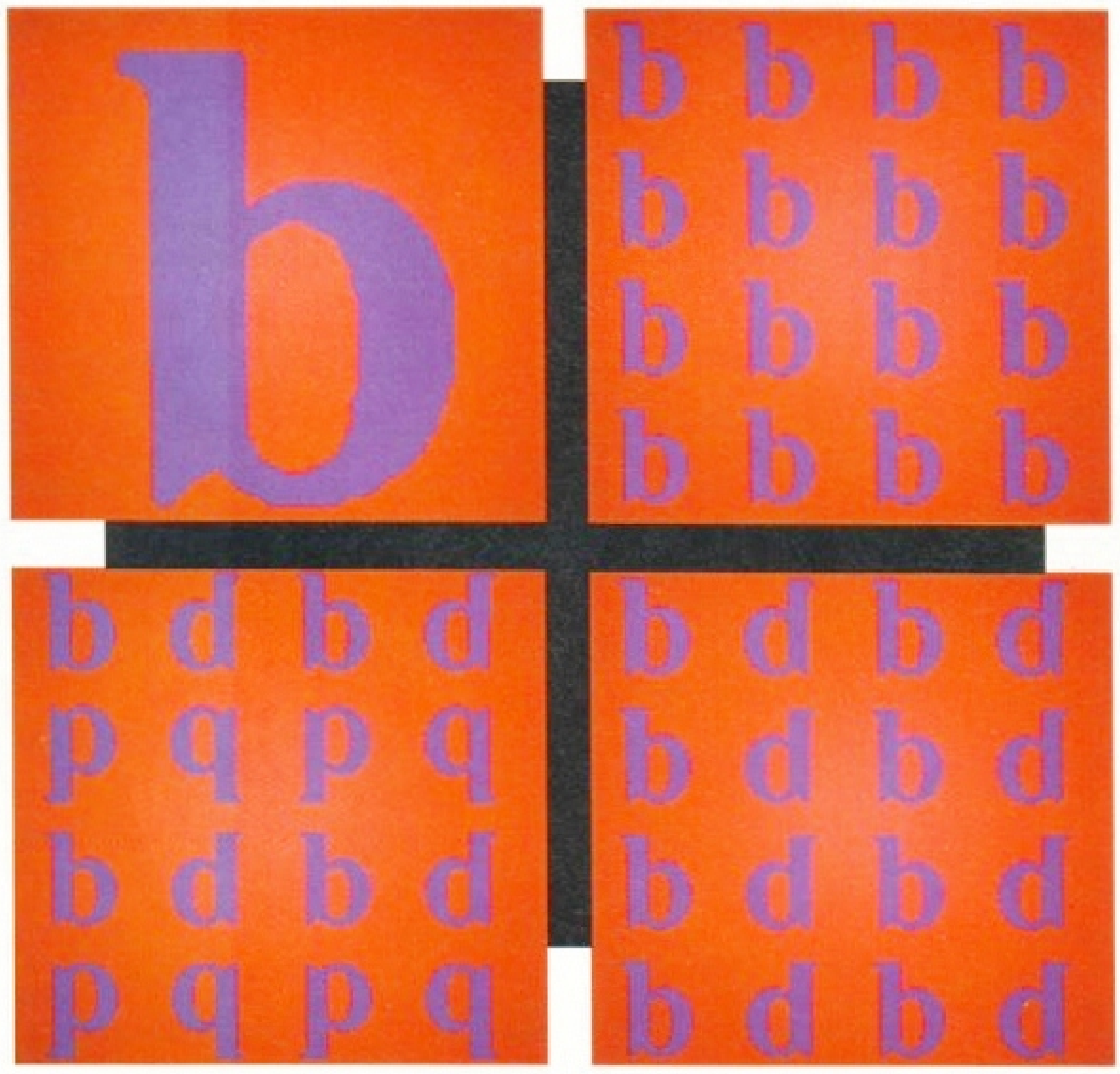
If you don't feel you are up to creating your own brushmaps, keep a look out for others in Public Domain libraries. There are also many CD-ROMs available which contain good quality scans of real surfaces to add extra realism to your images.

PROJECT 1

Tiling

Tiling allows you to repeat a pattern many times over a single surface. It's ideal for the rather predictable chequered floor pattern, but it is also a quick way to make up surfaces with minimal effort.

Remember, the tiles can still be bump maps or semi-transparent. The key is to set the "tile" and "flip" options in the material requester, and also to remember to use the Painting command (V) to mark out the size of the tiles.



1 A simple image, mapped on to a flat surface.

2 The same image, but with horizontal and vertical tiling switched on.

3 As before, but with tiling and both horizontal and vertical flip switched on.

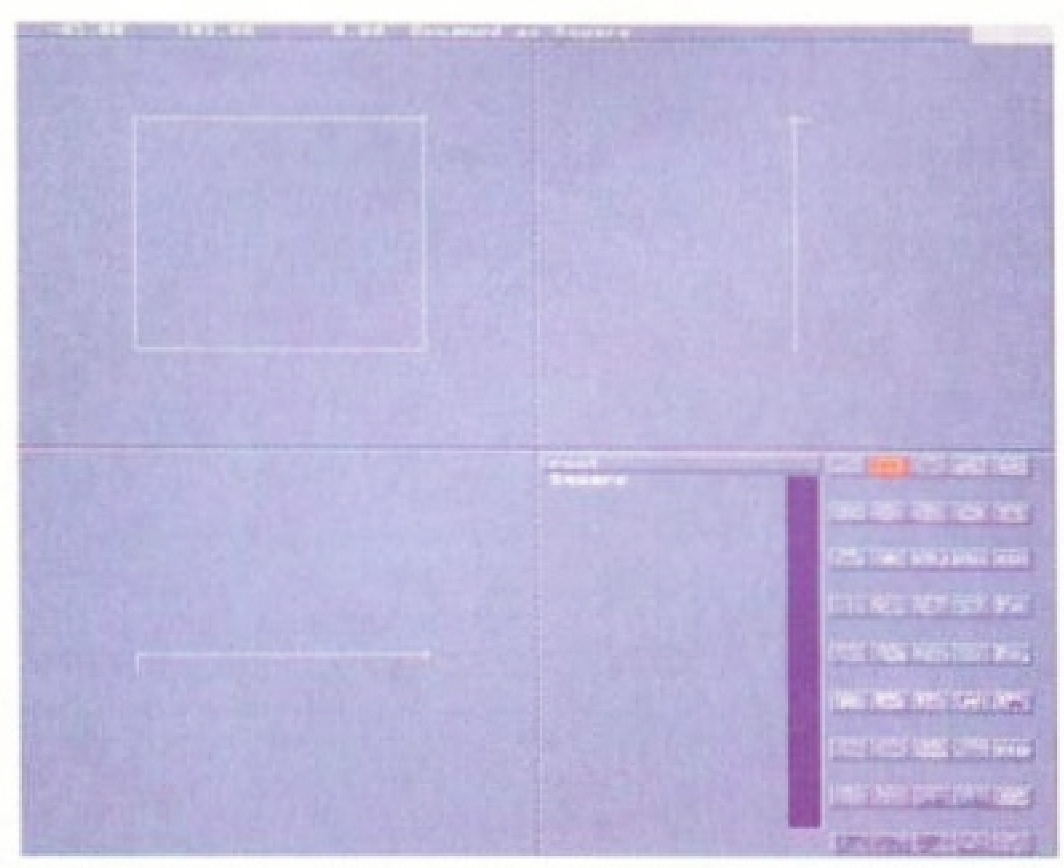
4 As before, but with tiling and horizontal flip switched on.

PROJECT 2

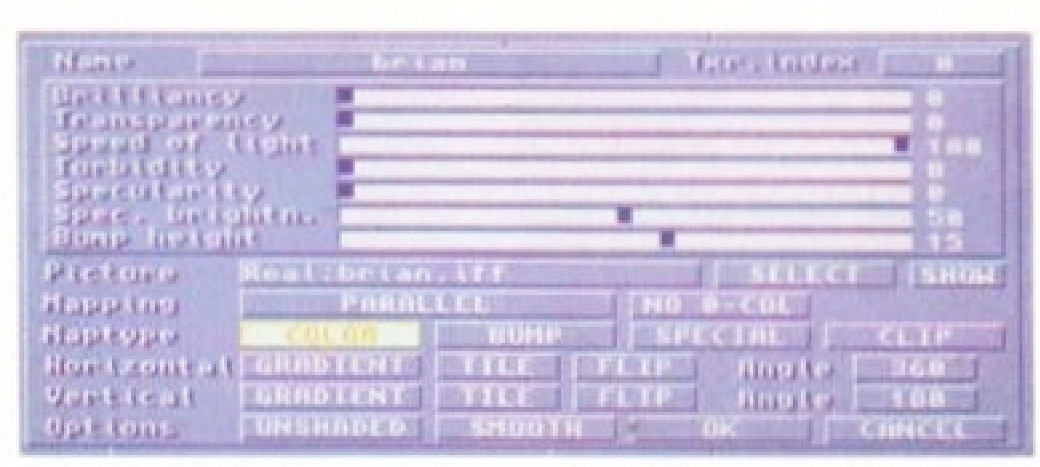
Positioning Brushmaps



1 Using a painting package, create a bold design to experiment with. Keep it quite small and put writing on it so you can easily see if it is the right way around. Cut a brush out and save it as an IFF file.



2 In *Real 3D* create a flat object with the Rectangle tool (in red) which looks something like this. This is the object which we will cover in the new material. We will be mostly using the top-left view, so keep it centred here.



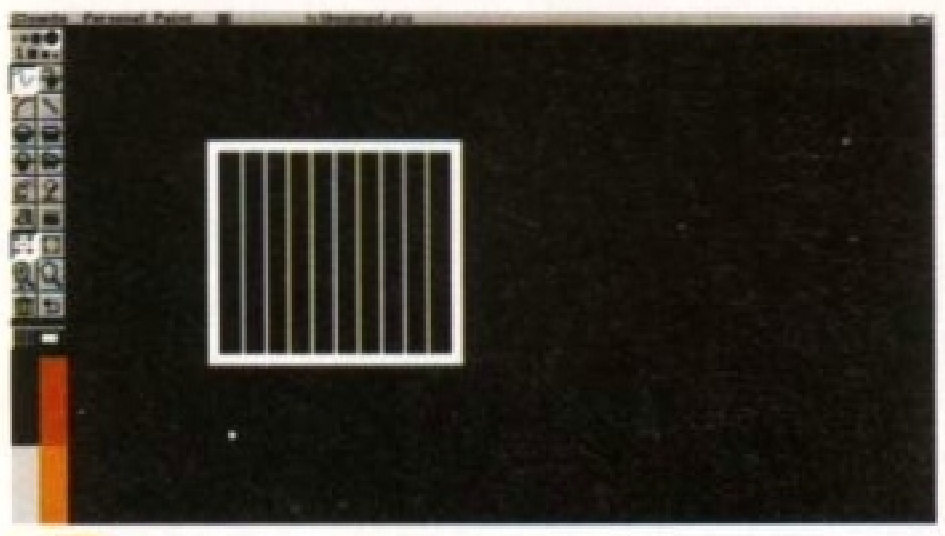
3 Now create a new material. Keep the default settings, but make sure that your new brush is defined as the picture and that COLOR is indicated. You can experiment with the other parameters later, but for the moment stick to these settings.

part 3

Maps can be used for more things than finding your way around the countryside. John Kennedy adds some extra realism to your 3D images.

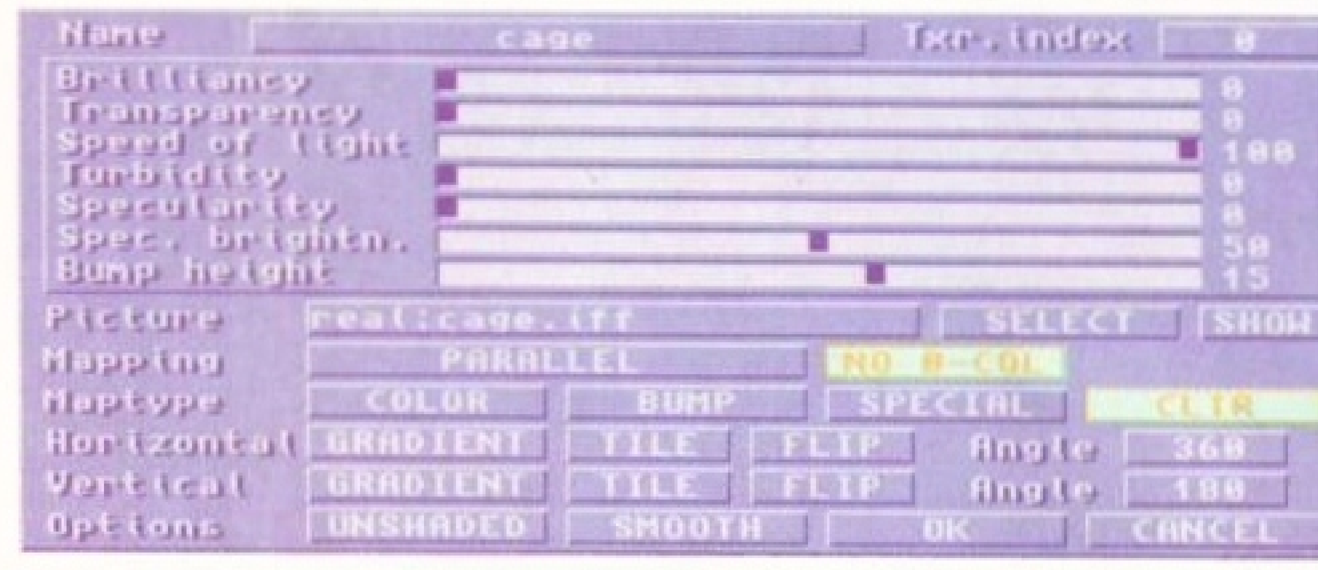
PROJECT 3

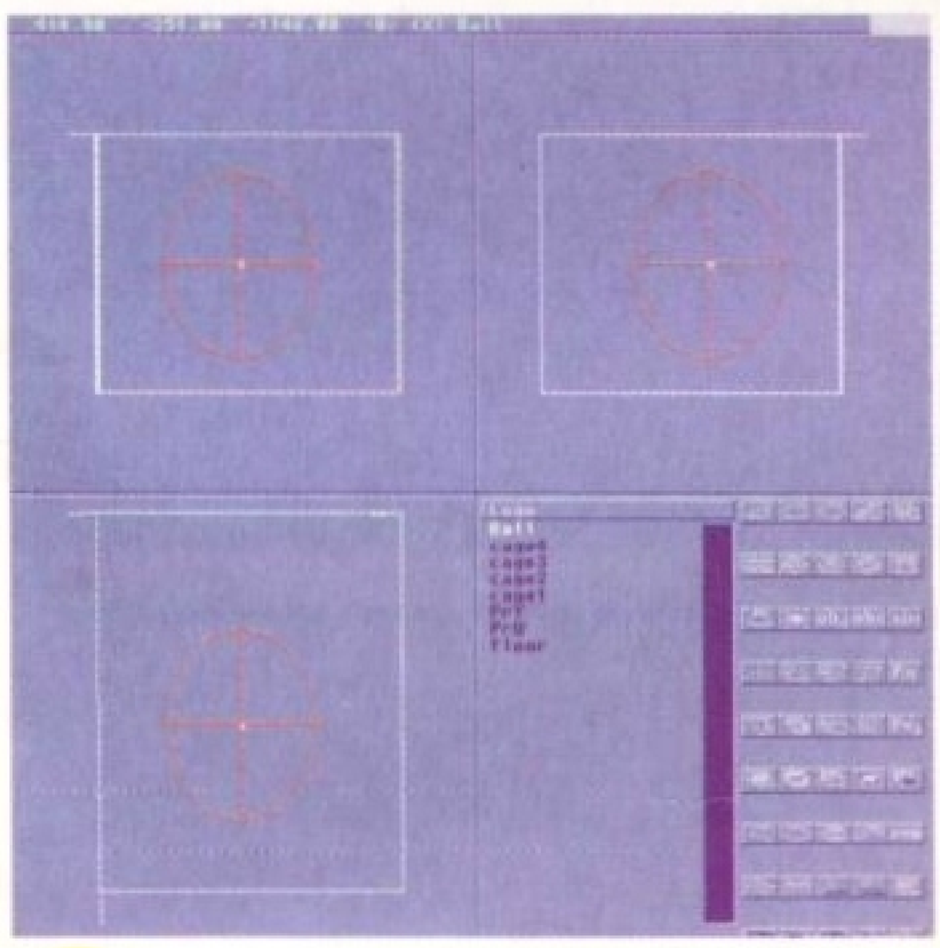
More Material Madness



1 The ability of *Real 3D* to control materials can lead to some amazing results. Using a paint program, create a drawing of a cage wall. Make sure the background is totally black.

2 Create a new material like this. The important thing to notice is that the "No 0 Colour" is set (so that black is not simply the colour black anymore) and that the "Clip" options is selected.

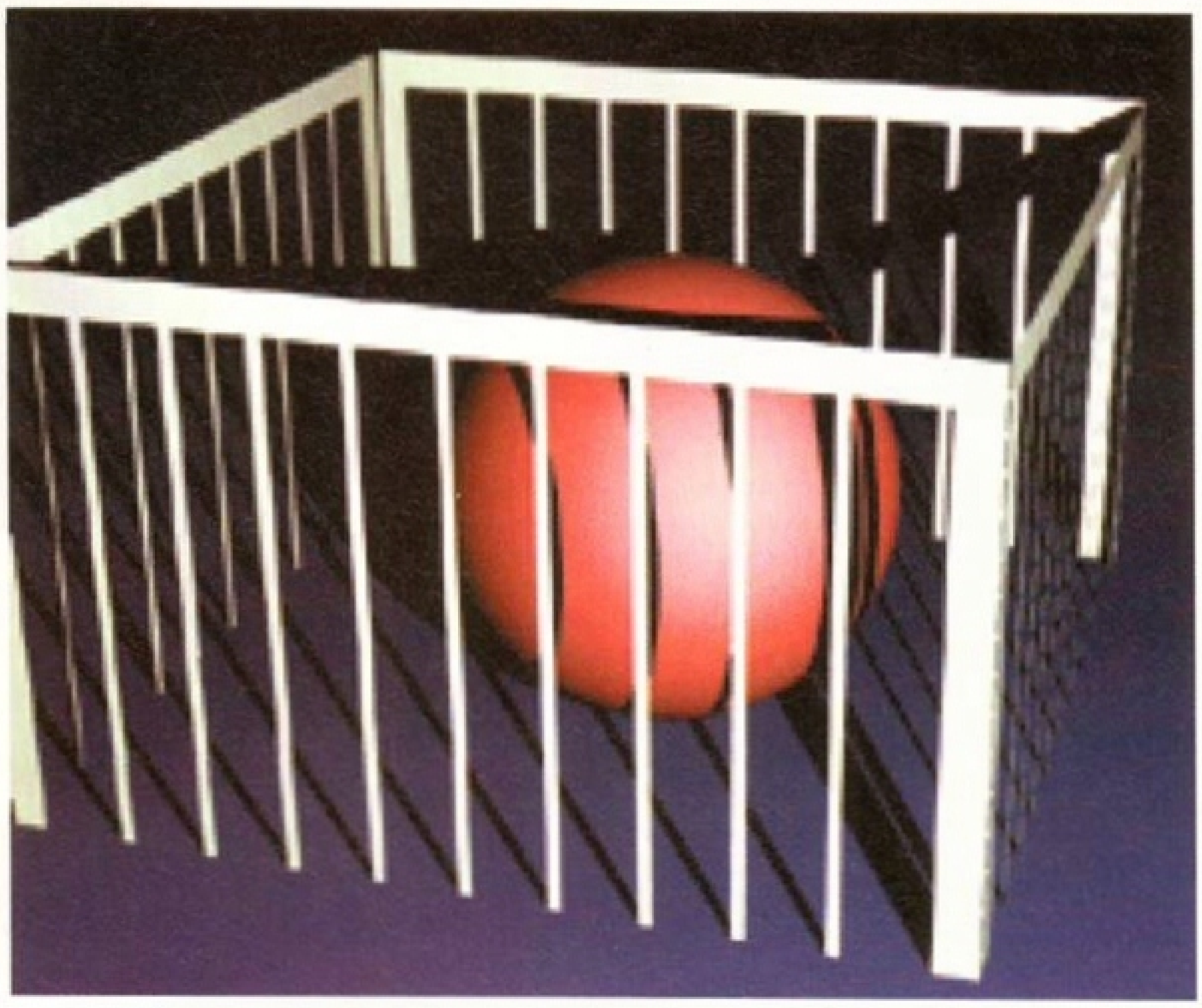




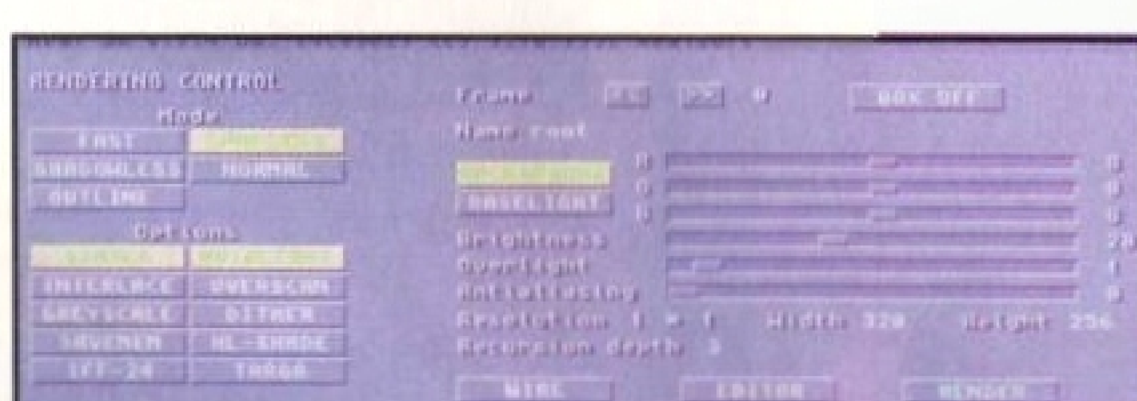
3 Paint the material on to a rectangle object. Making sure the painting size is correct, copy the rectangle three times and rotate and position them to form the sides of a box. Add an object inside the box and a simple floor object.

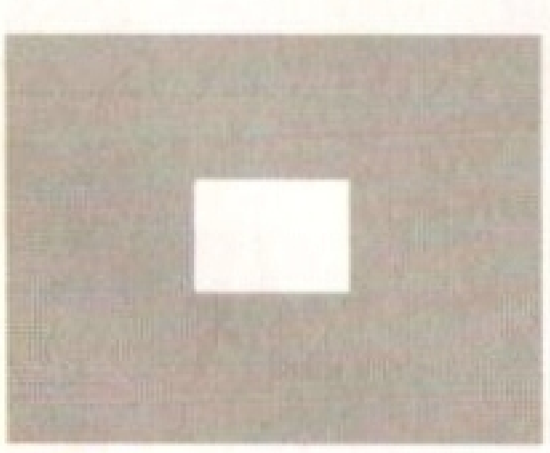
4 Add a lamp for some shadows and render the image in "Normal" mode. This may take some time.

The finished render will demonstrate how the colour 0 parts of the brush "cut through" the solid material, and even allows proper shadows to be cast. Using clip maps, you can easily model complicated objects.

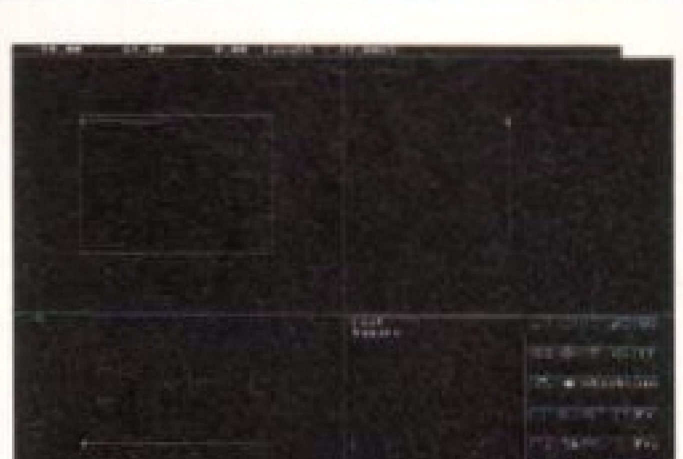


4 Using the B key, assign the new material to the object. Now go to SOLID and render the image. Make sure that lampless mode is on and adjust the background colour from black.

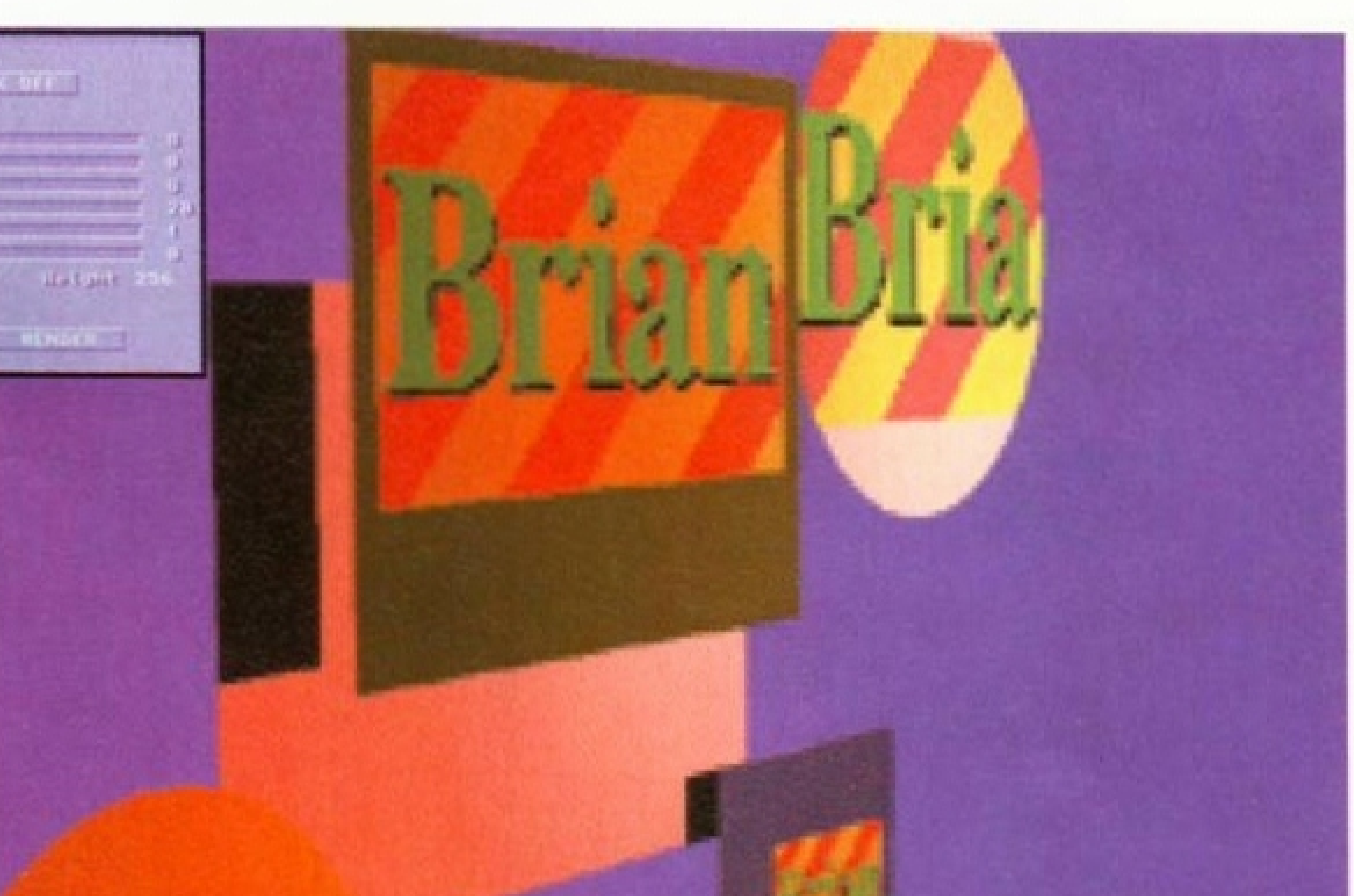




5 Render the image. It's likely you'll get an image as interesting as this. Where is the brush we created and made into a material? The answer is that at the moment *Real 3D* isn't too sure where to place the brush, and so we will have to tell it.



6 In the editor screen, use the "Hierarchy/Painting" menu option. The title bar changes to "Modify painting of square". Now position the crosshairs at the top left of the square and click once. Drag the line on the top-right and click again.



7 Now when you render the image, the brush will appear in the middle of the object's surface. Try adjusting the painting position and size; you will soon be able to place your brushmaps with total accuracy anywhere on an object's surface.

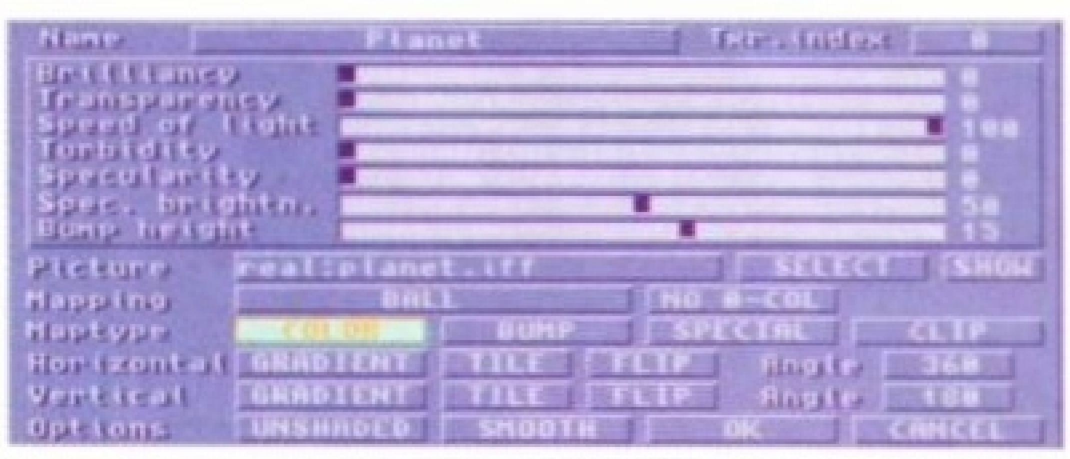
Continued overleaf →

PROJECT 4

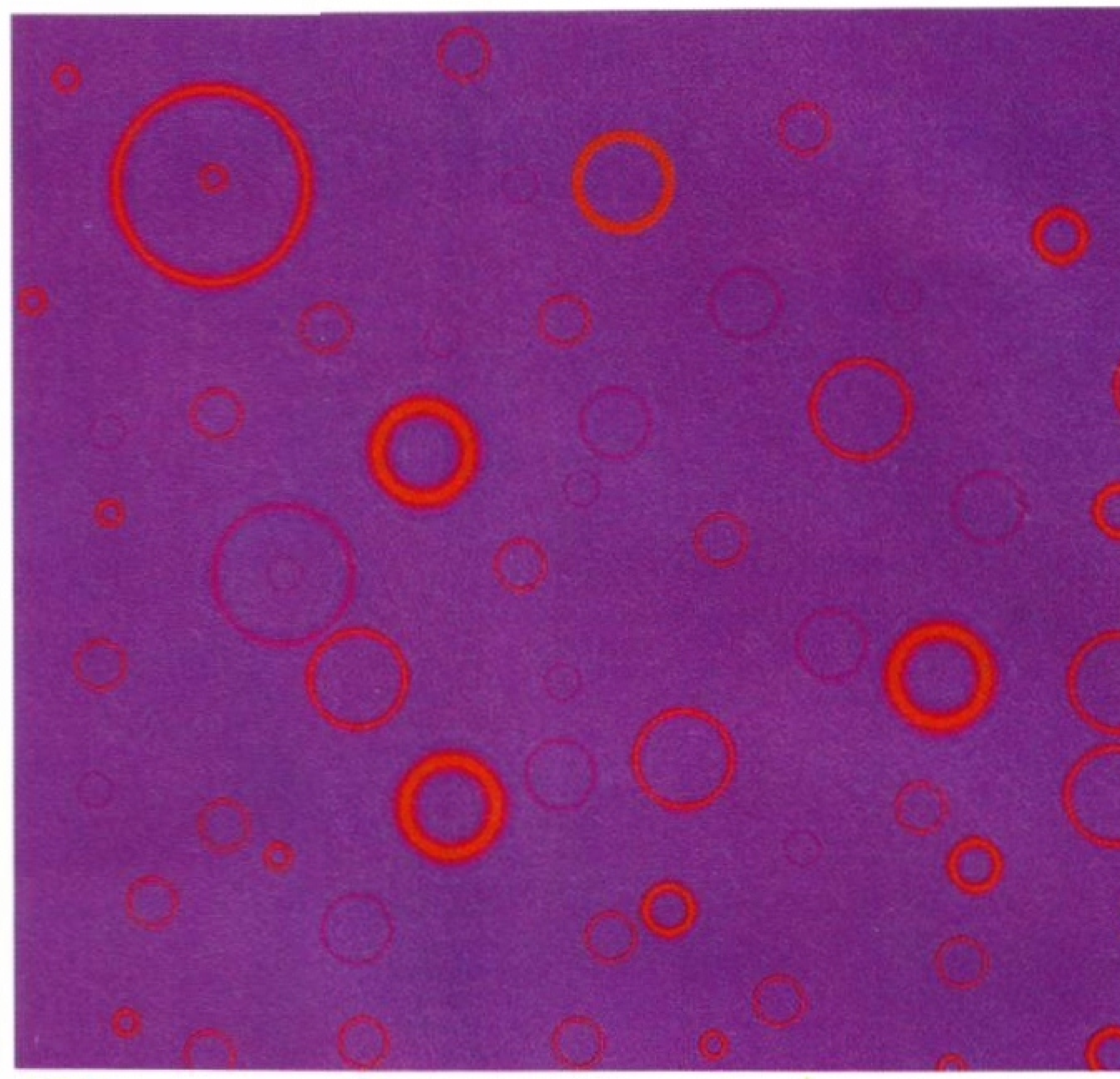
The Whole World



1 To create a very attractive planet which can be used for all sorts of logos or space pictures, start by drawing a blue/green map in a paint package. You could try to create an accurate drawing of the Earth, or even used a scanned image from an atlas.



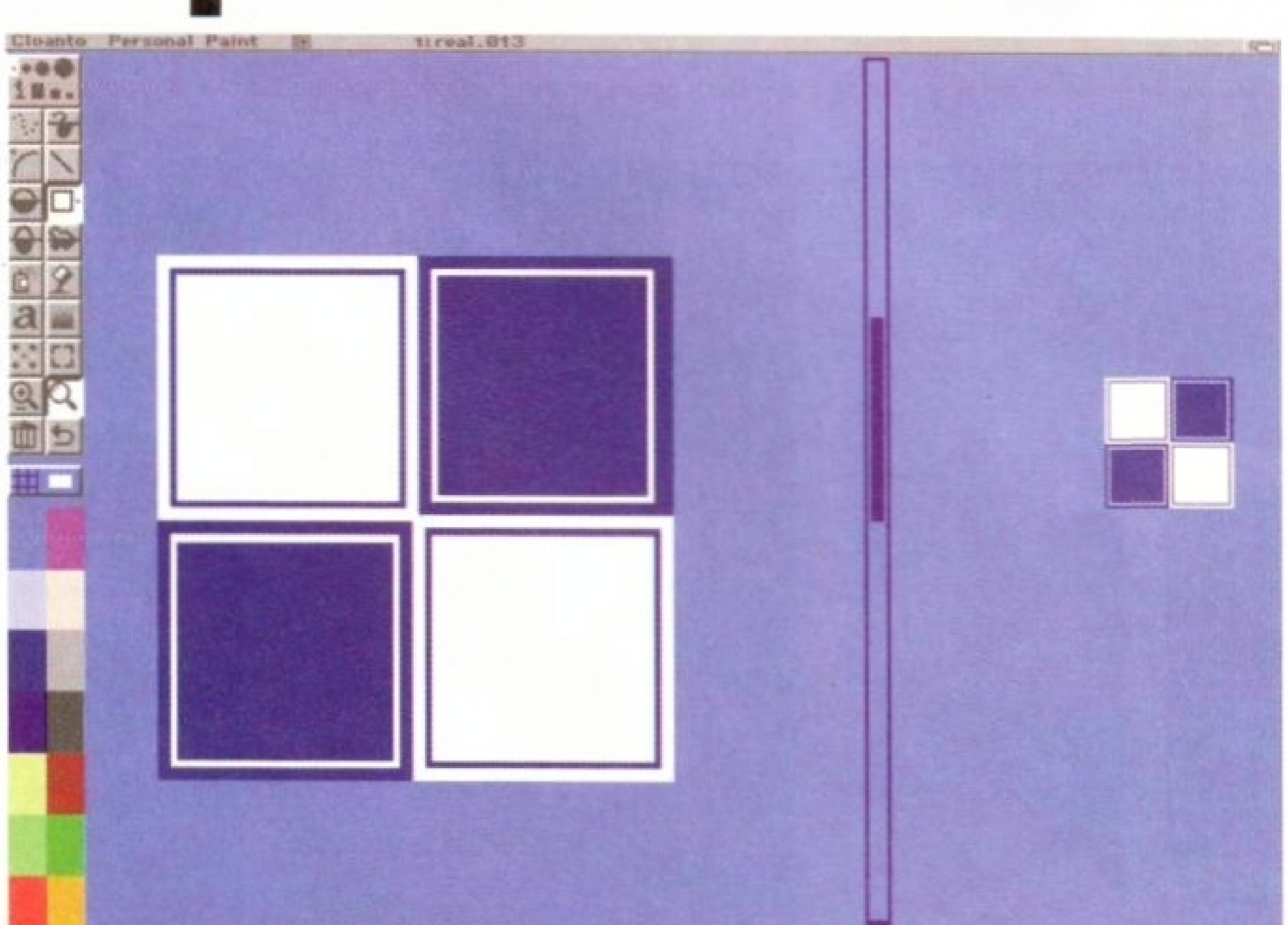
2 Next, create a material for the globe. Make sure it's set to wrap around a sphere, rather than be parallel or cylindrical. To add a mountainous appearance, use a red in the brushmap image and make it a bump map as well as an image map. Use the painting option to draw a small line on the sphere, about a quarter of its diameter.



3 To make a moon object, create a bump map which consists of lots of craters. Remember, the brighter the red, the higher the bump on the sphere.

PROJECT 5

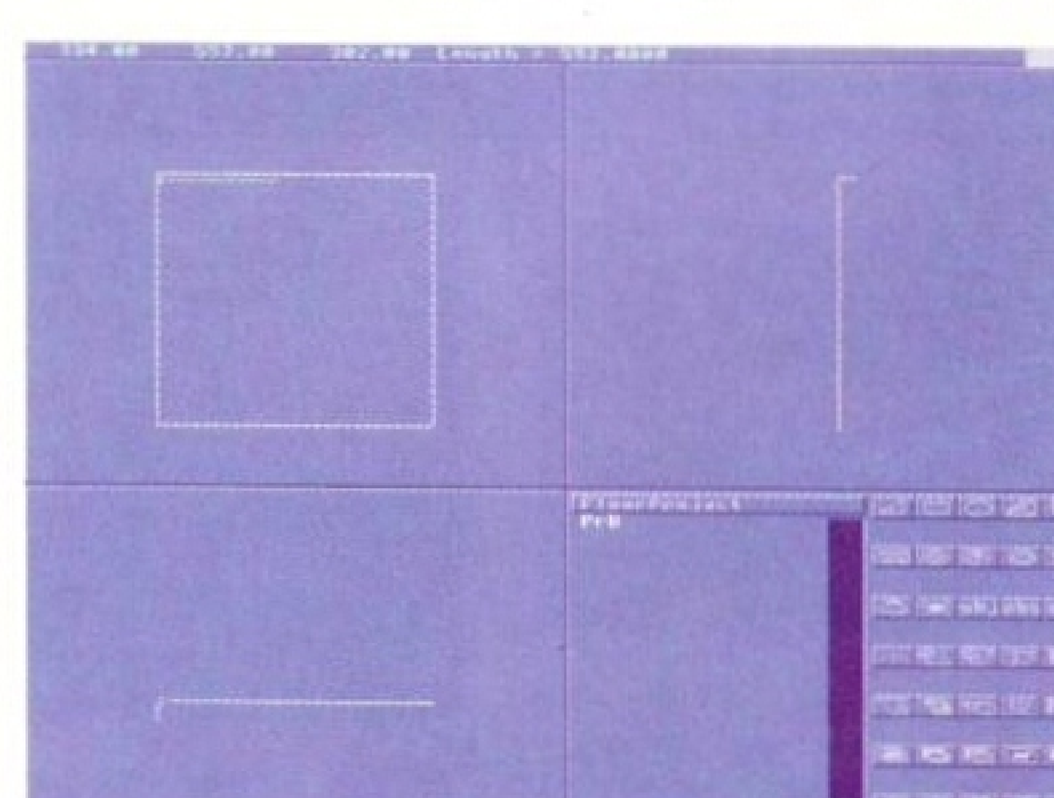
Repeat after me...



1 Create a simple pattern of colour squares. This will be the basic pattern for our new floor texture. Keep to simple bold colours as before and try to make it exactly square.

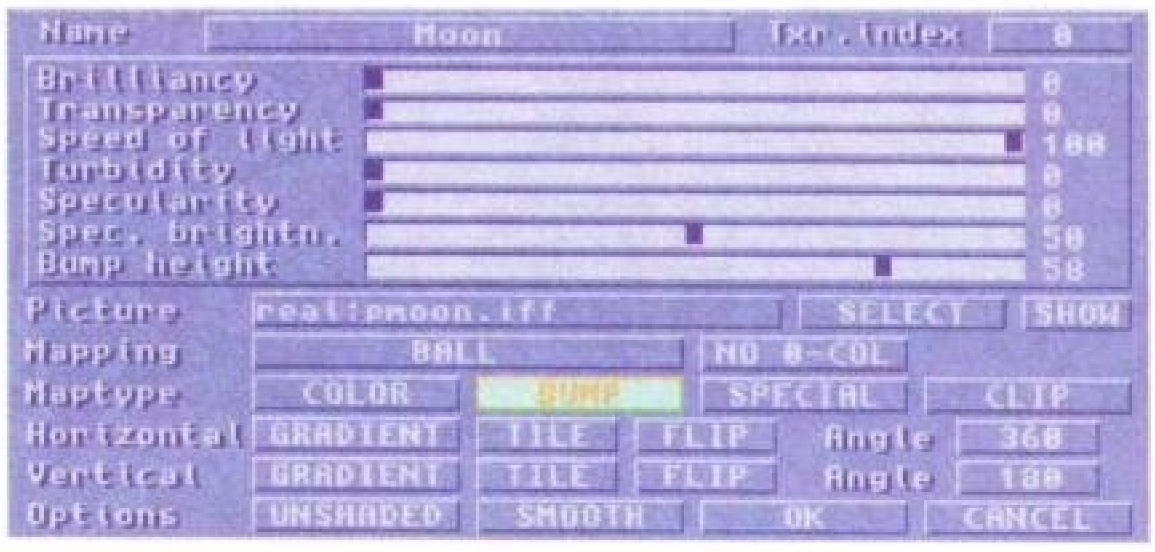


2 Define a new material and use the brush as the image. Set the pattern to repeat both horizontally and vertically. Try various "Angle" values later.

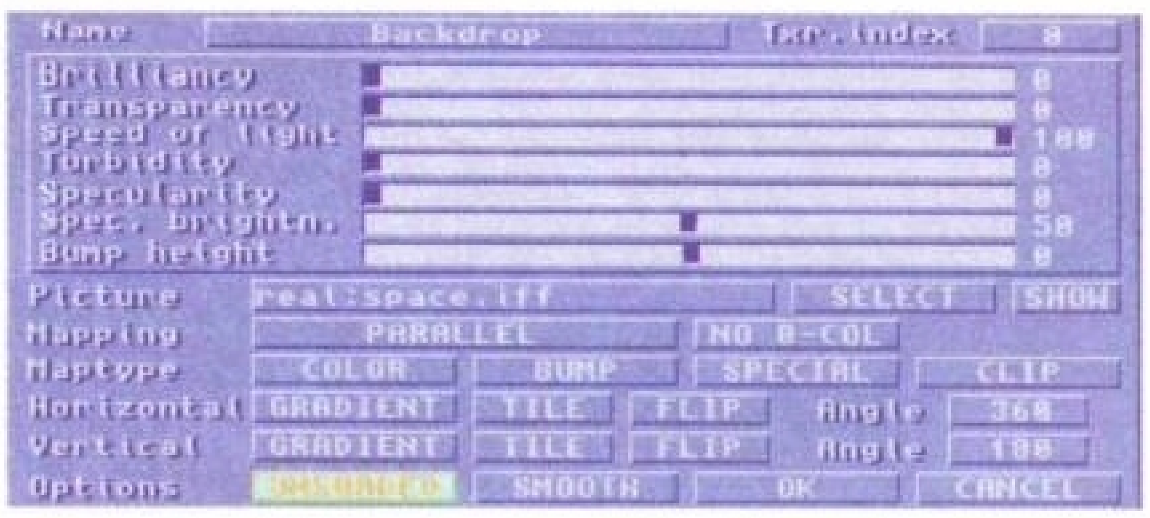


3 Create a square, make it of material floor and then use the painting setting to draw a line about a quarter of the length along the top-left side.

NEXT MONTH: John Kennedy will be giving you hints and tips on animation.



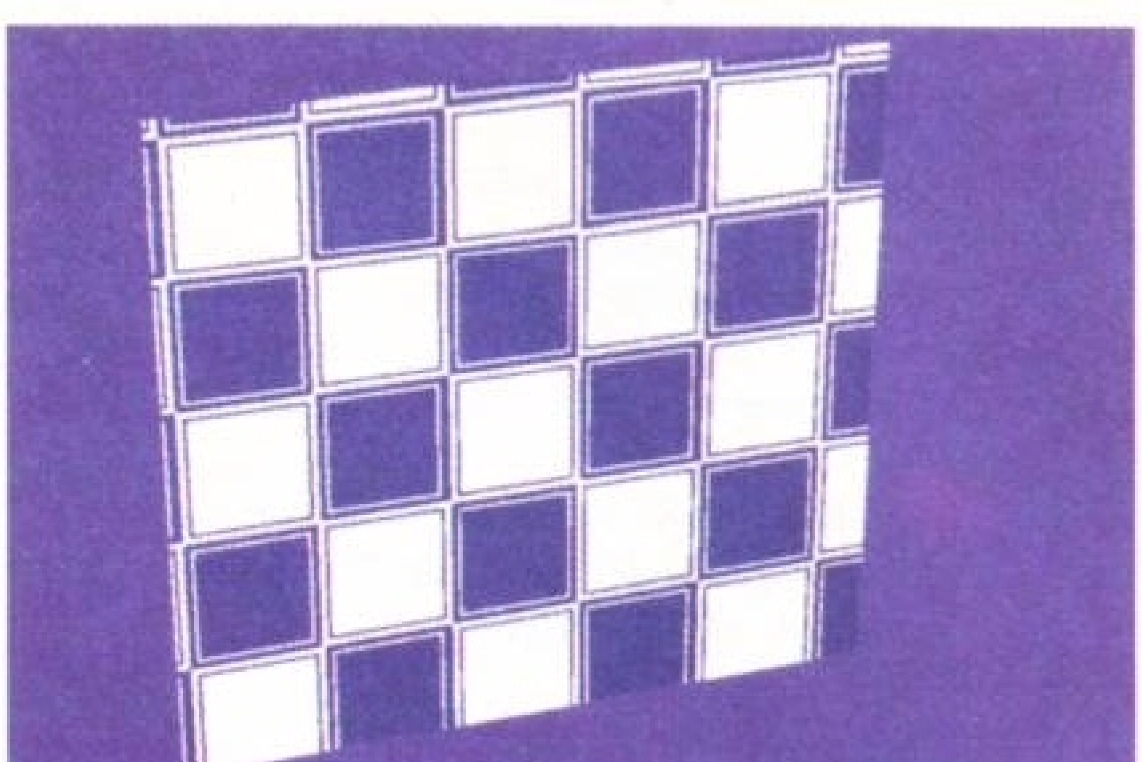
4 Create a grey sphere and apply the lunar texture to it. The colour of the moon is not coming from the texture, only the shape.



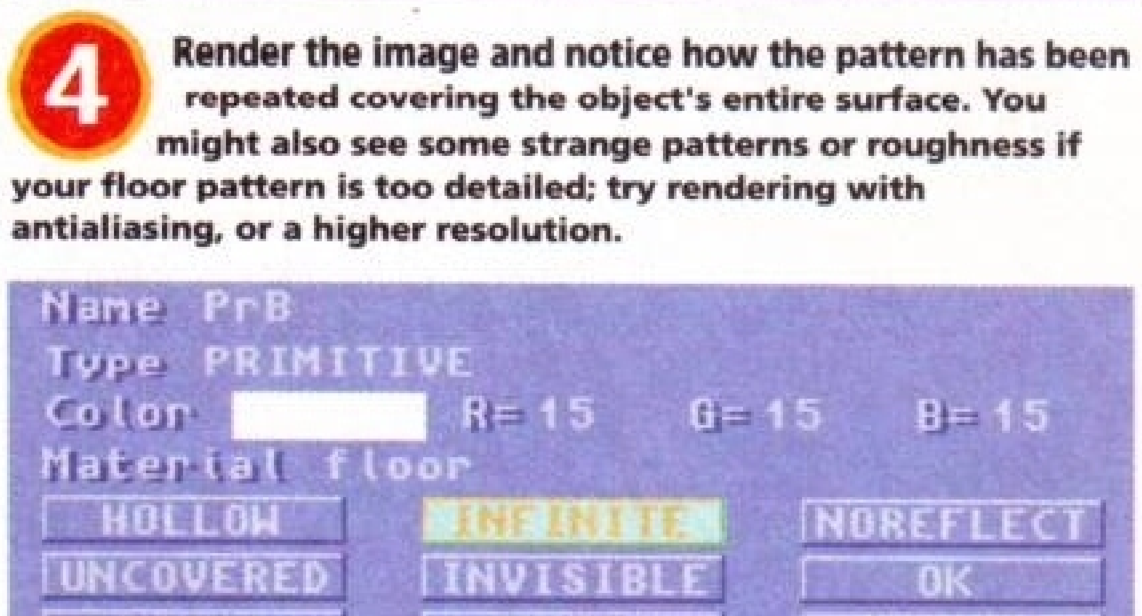
5 Draw a star-filled backdrop and make a texture for it. This time make sure the UNSHADED option is on. This prevents the foreground objects or lamps from altering the brightness of what should be a static background texture.



6 Render in SHADOWLESS mode, as this will stop the Earth or Moon from casting any unwanted shadows. Add a few spaceships and you have your own version of Babylon 5.

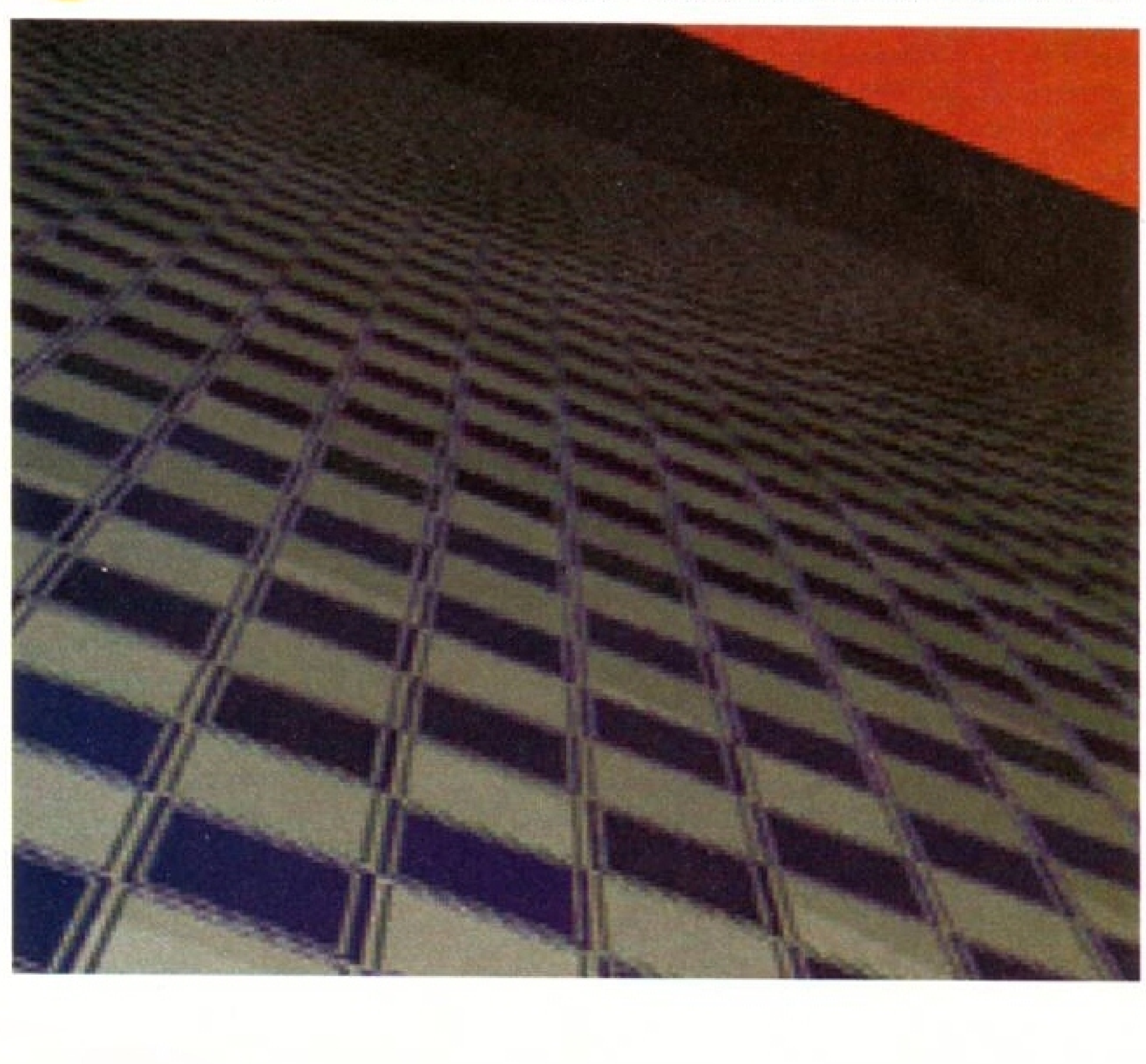


4 Render the image and notice how the pattern has been repeated covering the object's entire surface. You might also see some strange patterns or roughness if your floor pattern is too detailed; try rendering with antialiasing, or a higher resolution.



5 To make a large floor easily, go back to the editor and press "I" to get information on the floor object. Highlight the "infinite" box.

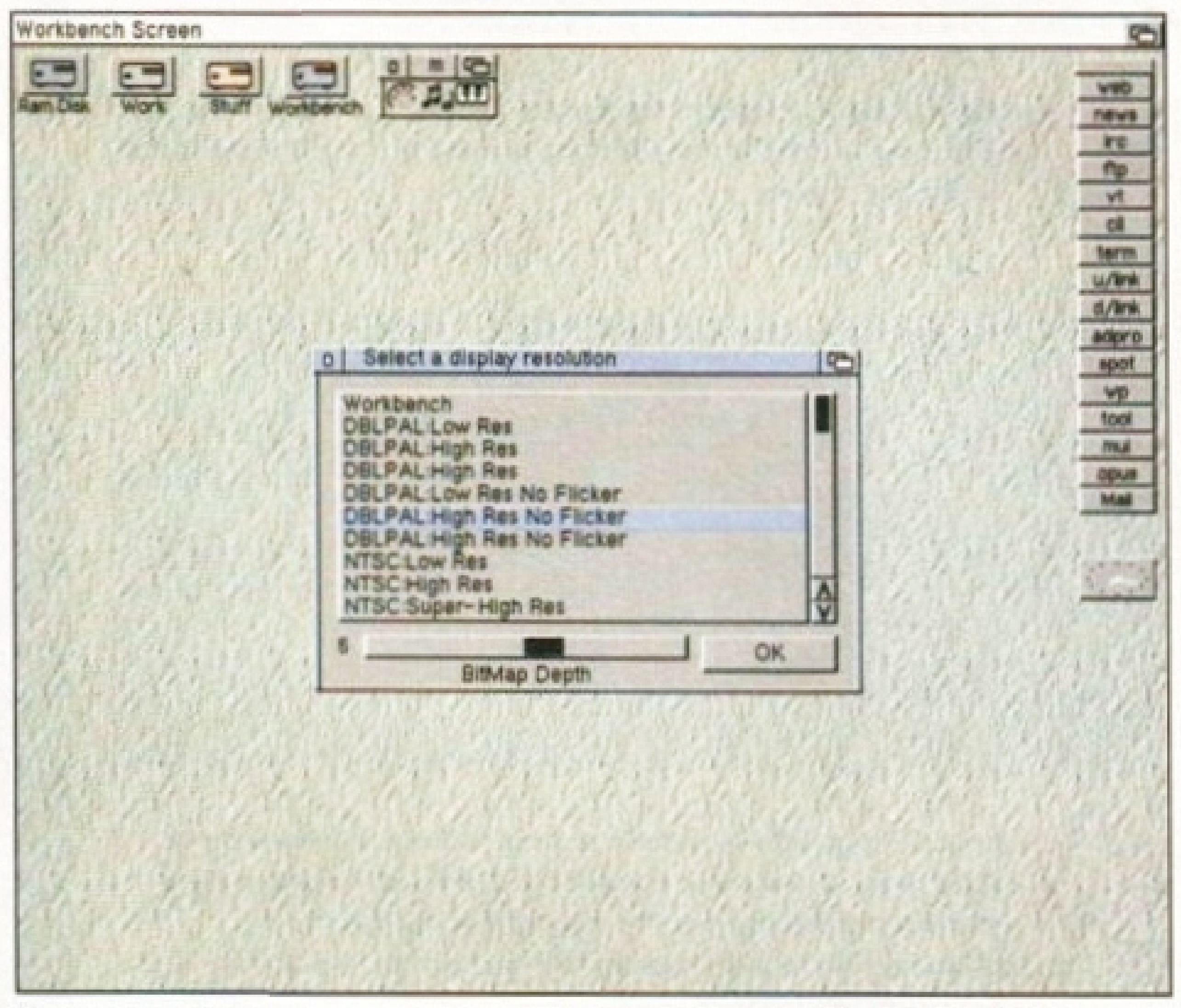
6 When this image is rendered you will see the floor stretching on and on forever – until infinity even. Unless you use a high resolution (640 by 512 in 24-bit) and some antialiaising, the image will probably get messy when the floor fades into the distance.





Keep in touch

Darren Irvine takes a look at a slightly unusual method of person-to-person communication across the Internet.



When you first click on the *AmiSlate* item you can choose in which screen mode to run to program and how many colours to use.

E-mail can be an extremely useful tool, and most people who use the Internet regularly would be lost without it. Sometimes, however, it's necessary to do your communication in real time, enabling things that might take a whole round of E-mails bouncing back and forth to be sorted out in a single session.

Perhaps the ultimate system for real time communications across the Net is CuSeeMe – the video conferencing system. Unfortunately, no complete implementation for the Amiga exists as yet.

So, what are the alternatives? Well, you could always use Internet Relay Chat (IRC) and set up your own private mode channel. This has the disadvantage that you have to pre-arrange with the other party when the conference will take place – something that is easier to arrange than to stick to. Additionally, when using IRC you are stuck to using text only as your communications medium.

No – ideally we need a tool which can inform the user at the other end that you want to communicate with them and that can be used to exchange a range of different types of information. Systems such as AmiTalk offer some improvement over IRC in terms of person-to-person chatting – one person can "call the other one up" without having to arrange a time to talk. However, you are still restricted to using just text.

This is where *AmiSlate* comes in. *AmiSlate* is a "Whiteboard" system. In effect, what this means is that you can use *AmiSlate* to contact any other *AmiSlate*-running Internet user and the program generates a shared "Whiteboard" – a reasonable competent "paint" style window to you and me. When you select a colour and draw a line, or drag out a box, then exactly the same pattern that forms on your screen forms at the other end.

Installing *AmiSlate* is a pretty simple affair. The archive itself can be found (as always) on any of the Aminet mirror sites and you should extract the archive into a new directory immediately below AMITCP:.

AmiSlate comes with its own install script, although you can install it manually if you prefer. Doing this gives you more of a feel for how it interacts with your AmiTCP set-up, if this sort of technical stuff amuses you. To install manually, add a line similar to the following to your "inetd.conf" file in the directory AMITCP:DB

RUMOUR MILL

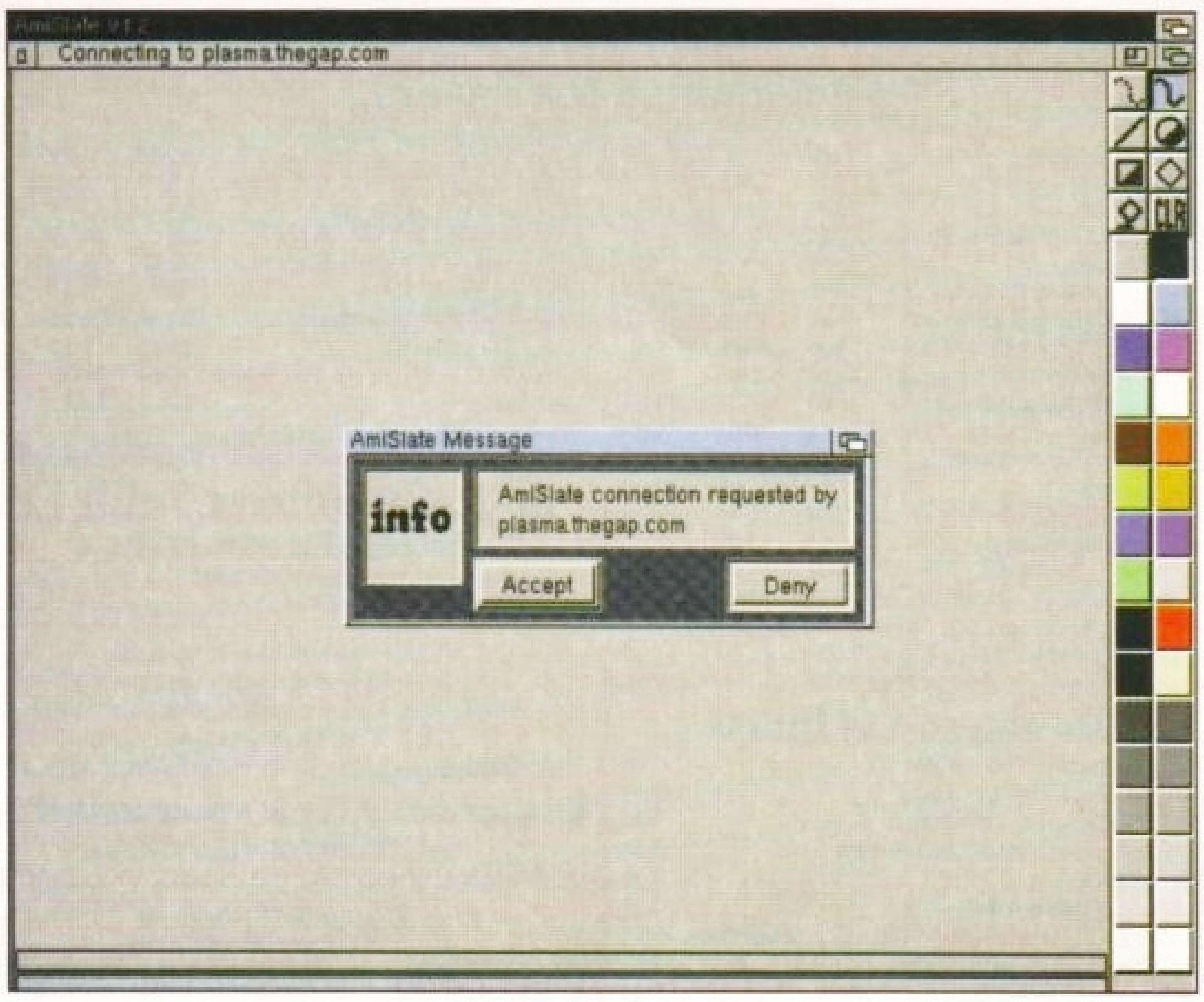
It has been said that in an infinitely large universe, anything can happen. Well, although Usenet isn't quite infinite, it is pretty damn big. And as if to confirm this "largeness" fact, some pretty strange things have been happening (yes, I know, pretty strange things have been happening for years on Usenet, but this is, well, fairly unexpected).

In a bizarre and hitherto completely unprecedented move, a number of posters to groups such as comp.sys.amiga.advocacy have actually been speaking out in defence of Escom. Imagine my surprise on reading "...anyone who whinges that a company that has only been in existence five months can't produce a Power-PC-beating Amiga needs to be taken out and shot". Rumour Mill reckon that if anyone is going to be taken out and shot, then it should be whoever came up with the new Amiga pricing structure.

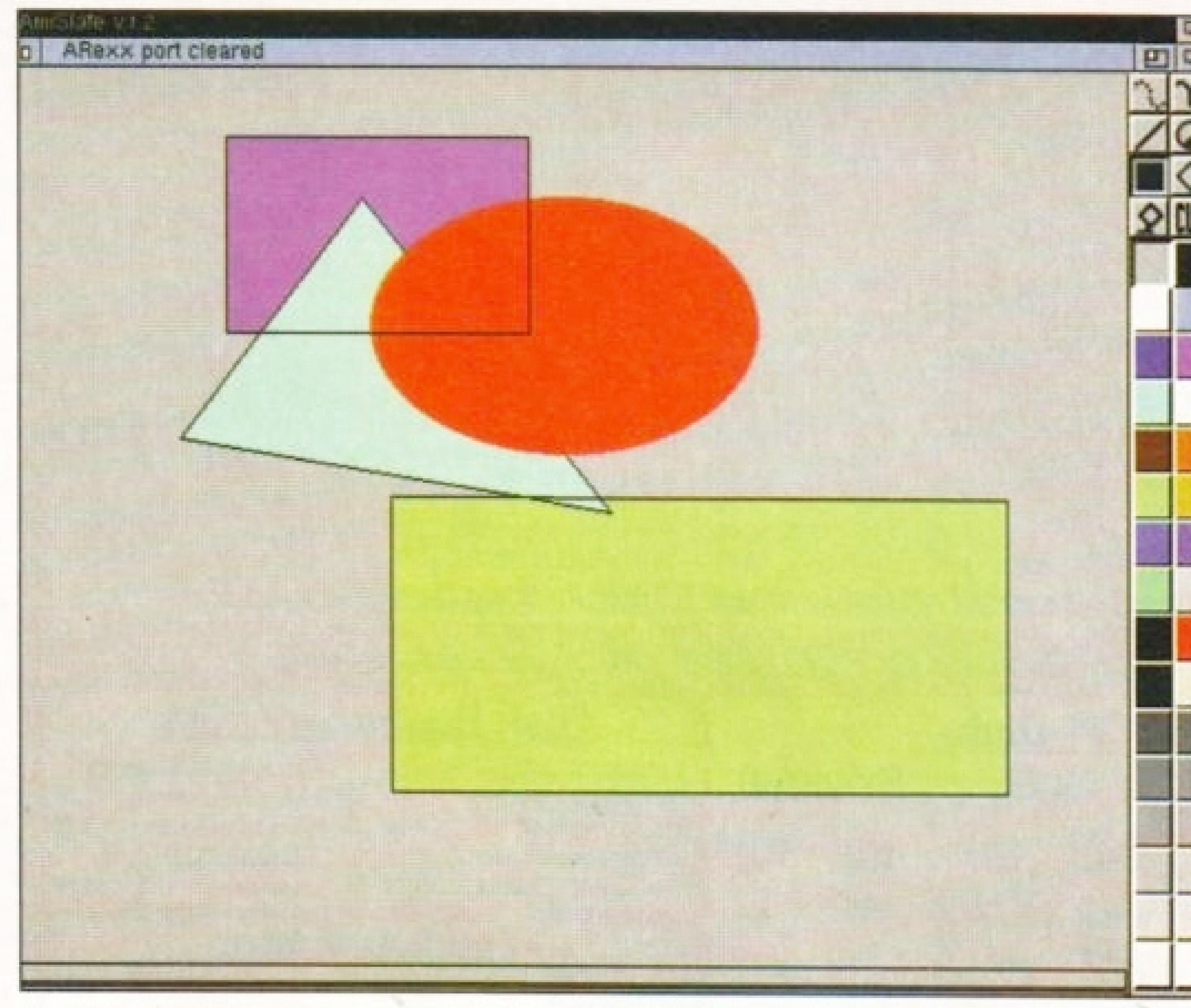
Still on the sorry subject of comp.sys.amiga.advocacy, this vitriolic newsgroup has also been the forum for a slightly more light-hearted discussion on what the new Amigas should be called. You could be forgiven here for thinking that the perfect choice would be "Amiga", but it wouldn't be Usenet if it didn't completely miss the point.

Among such butch and manly sounding proposed names such as "Centaur", "Vector" and "Sabre", there were a few proponents of multi-worded hybrid names like "Amiga Vision NG Workstation" (NG stands predictably enough for Next Generation – don't these people watch any other television programs?). But this month's special Rumour Mill sad Usenet geek award goes to the slightly misled Richard Koerber who suggested the new machines should have girls' names so that "It would give a more real girlfriend". I suggest to Richard that, even if his suggestion was slightly tongue-in-cheek, that he should get out more... a lot more.

In another debate slightly closer to my own heart, the discussion continues concerning whether or not it is "outrageous" to claim that badly designed and bug-ridden software can be the fault of the programmers. Rumour Mill say that this is obviously not the case. This argument is backed up by the fact that Microsoft allegedly have "some very good programmers". Need we say more?



If someone wants to start an *AmiSlate* session with you, and you are currently linked to the Internet, a requester will appear like this.



An example of my stunning artistic talent – a talent shared in this case with the remote *AmiSlate* user.

```
AmiSlate stream tcp nowait root
AmiTCP:AmiSlate/AmiSlate
```

This is the line which enables *AmiSlate* to pick up incoming connection requests. In the file "services" in the same directory add the following line, identifying the TCP port number used by *AmiSlate*.

```
AmiSlate        2955/tcp
```

Finally, add a couple of ASSIGN commands to your "S:user-startup" file similar to these:

```
assign SlateRexx:
AmiTCP:AmiSlate/SlateRexx assign
SlateScripts:
AmiTCP:AmiSlate/SlateScripts
```

In addition to allowing you to communicate using the paint tools, *AmiSlate* enables you to directly load in IFF graphics files which are then sent across the Net to the other user. It also has a text communication bar at the bottom of the window for you die-hard keyboard fans.

One of the most impressive features of *AmiSlate* is its excellent ARexx support. It comes with a range of ARexx scripts, allowing you and the remote user to play a series of games in real time across the Internet, from Chess and Tic Tac Toe, to a version of the game Qix.

The documentation supplied with *AmiSlate* is very good, and there is a complete guide to writing your own communications applications in ARexx.

Although at first site *AmiSlate* may appear to be a bit of a gimmick, it can be extremely useful if you regularly exchange ideas with other Amiga users which are best expressed using some sort of graphics.

AMIGA.NET JARGON WORD OF THE MONTH

Automagically:

This is a word used to great effect by programmers, journalists and other wasters when explaining something that they either don't know all the facts about, or that they just can't be bothered filling in all the details. It is used to describe a technologically sophisticated process to a layman without actually explaining how it works. For example:

"When E-mail is sent across the Internet, the header information in each message is used to automagically route the packet to its destination."

NEW MAIL SYSTEM RELEASED

MetaTool, the only MIME system for the Amiga that is actually usable, has now been expanded into a fully operational mail system. It supports multiple mail folders and works in a very user-friendly, graphics-oriented way.

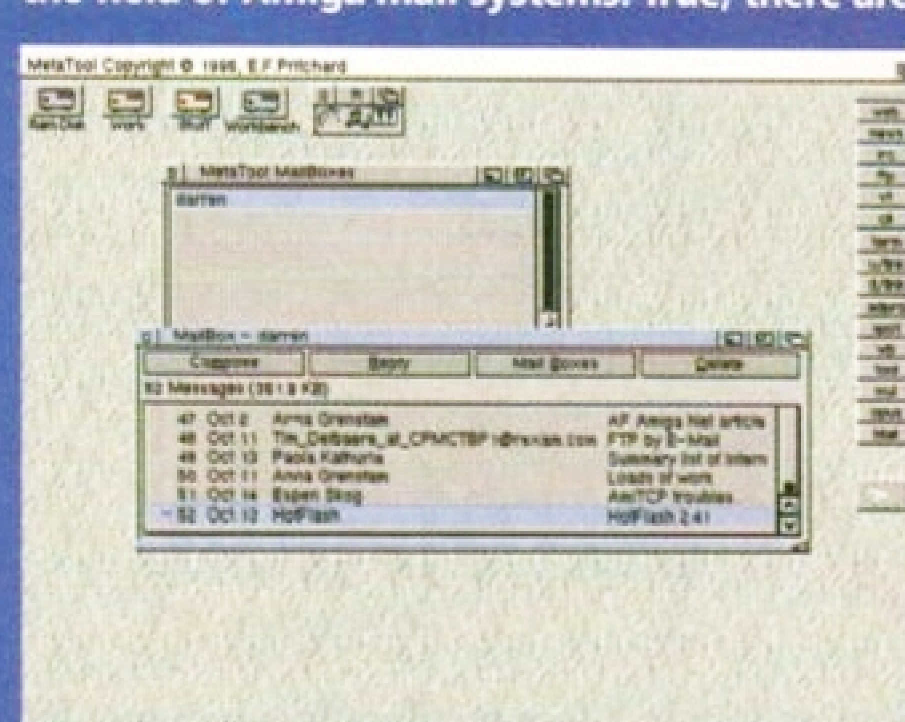
Composing a message works as before, allowing you to drag and drop the component parts of your E-mail message into the MetaTool compose window. Any form of data you can think of is supported, from plain text and Final Writer documents through JPEGs and GIFs to IFF sample files.

As I've said the main difference between this and the previous version of MetaTool is that incoming mail is handled too. Your mail box is displayed as a scrollable list and when you click on a message it is automatically separated into its component parts.

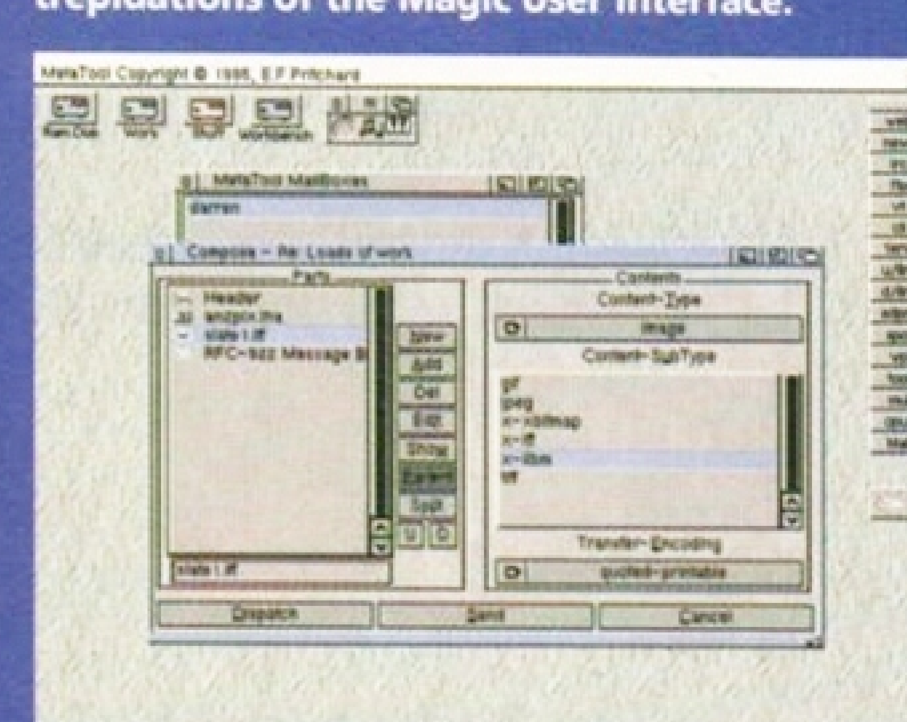
Generally, there will only be two parts per message: the header and the body. It's nice to have the option not to have to bother reading the header information. It's when an incoming message has been composed using MIME that the fun starts. MetaTool competently handles the routing of each partial type (using a standard MIME mailcap file) to the appropriate display tool.

Text is sent to a viewer like PPMore, whilst the default tool for graphics and sound files is Multiview. As with all proper MIME systems, you can edit the mailcap file to suit your own needs, using faster graphics display programs, or routing text into an editor or word processor.

All in all, MetaTool marks a step forward in the field of Amiga mail systems. True, there are a few minor annoyances (the lack of a "forward" facility is one) but this is an extremely promising first release. As usual MetaTool is available from Aminet. Bear in mind, though, that you'll need MUI to get MetaTool up and running. This shouldn't be a problem since if you are running AMosaic you'll already have had to brave the trepidations of the Magic User Interface.



MetaTool presents a very user-friendly interface to your mail box, using the dreaded MUI.



Composing MIME messages is extremely simple – just drag and drop each part of the message.

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Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FODDER HELP

This letter should be appreciated by my fellow A3000 owners around the world that played your *Cannon Fodder 2* demo Coverdisk (some months ago). Here's the scenario:

I get a *CF2* demo Coverdisk on my beloved *Amiga Format*; it works on my A3000; I really like the demo and want to get my hands on the full *CF2* game, which I then got as a gift for subscribing to *Amiga Format*.

Ever since, I don't like the sensible guys any more, despite their games, because they were so dirty not to bother making the full *CF2* game work on the A3000, while their demo did. So my *CF2* package lay there, forgotten, feeling sorry for itself.



Cannon Fodder2 – it *will* work on an A3000 with some coaxing.

Recently, I gave *ReloKick 1.4* a try with my *CF2* disks ready in the drives. *ReloKick* is available from Public Domain.

It copies the 1.3 ROM into the Amiga's memory and then performs a reset.

Now I can play the full *Cannon Fodder 2* to my heart's content (not forgetting to do some studying in between) and I can see my *CF2* disks happy again.

Geert Diet
Belgium

Thanks very much for the tip. It is upsetting when games should work but don't – but there are a host of PD utilities such as ReloKick and Degrader that can help.

OLD ROPE?

My large Amiga software collection includes many now ancient games such as *Empire – Wargame of the Century. Aaaargh!, Kampfgruppe* and *Battle Tech*, all of which I had completed a long time ago and which are now just sitting on my games shelves.

All are in mint condition with their original boxes and instructions still intact.

Someone has since told me that these old games in such great condition can fetch up to £50 each if resold to other Amiga software collectors because they are so rare.

Is this true or have I been told a pack of lies?

David O'Conner
South Yorks.

Some things are, for some reason, more collectable than others. By what logic is an old stamp worth lots of money? And why do they cost more if they are used?

I certainly haven't heard of anyone collecting games software, but I am sure someone, somewhere does. I have seen pictures of a Sinclair Spectrum museum, which has every model of Spectrum, including some with foreign keyboards etc.

If people will collect things like that, there is no reason why they wouldn't pay for a mint condition box copy of a game. Whether the particular games you mention are "collectable" depends on the individual, I guess.

Anyway, have a terribly collectable *AF* sweatshirt for your trouble.

SCALA PROBLEMS

I have a complaint regarding the new Amiga 1200 (HD) computer that has just been released by Amiga Technologies. I purchased it for the *Scala MM300* titling package that along with all the other software was installed on the hard drive.

Having used *Scala HT100* for a long time and on my old and trusted Amiga 500, this seemed the perfect opportunity to invest in the long-awaited 1200.

I had also read the information about this system and was surprised to learn that before you can run *Scala* you have to invest in an upgrade of RAM; this is at least 2Mb before the software will run. This being the responsibility of the new owner, i.e. myself.

Now I do not mind paying £499 for a computer, but I also do not believe in getting ripped off by the computer companies.

I checked the box and packaging to see if there was any reference that an upgrade was needed, but there was not. I thought "now we have a case of misrepresentation". When I telephoned Silica and told them of the problem, they told me that I was the first person to bring this to their attention.

To add to this, the computer is

Continued overleaf ➡

The Gallery

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OFF-ROADER

Created by Gerard Callaghan from Belfast, using Imagine V3.0 and post processed with ImageFX v2.

There was a distinct 3D and image processing flavour to The Gallery this month. Many of them created using our Coverdisks. This one was the best.



ALL ROADS LEAD TO CD-ROM

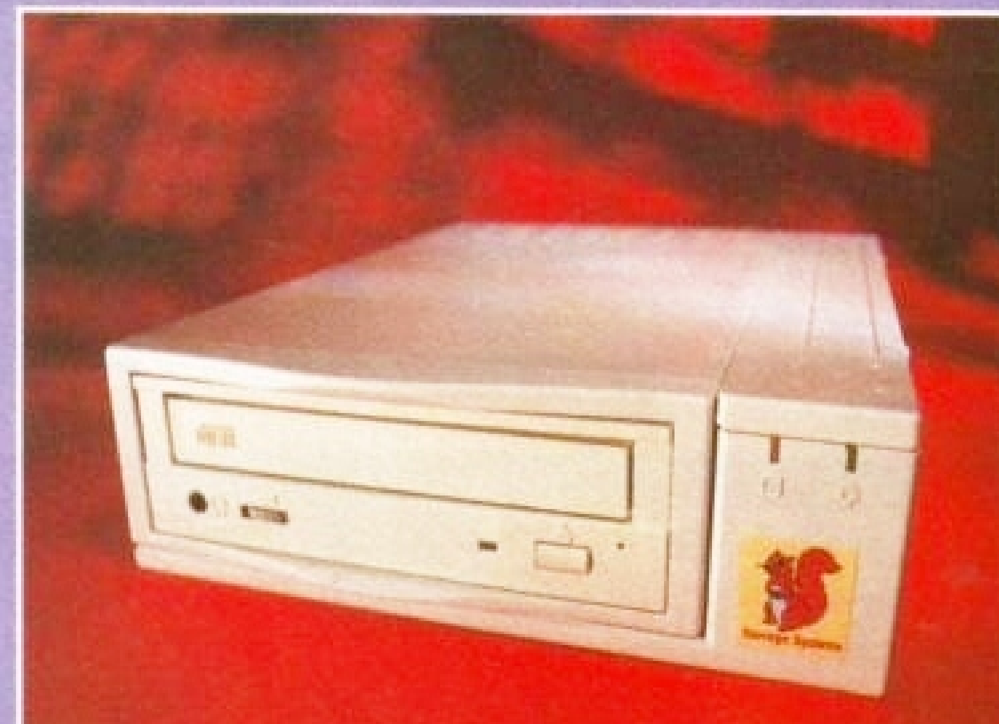
Now that Escom have bought out Commodore and have 1200s back in the shops, I'd like to know when they are going to pull their finger out and have CD-ROM as standard. I must admit I don't play that many games as I use my 1200 for music only, but come Christmas (no matter if Amiga Technologies like it or not), the Amiga will be compared to the Play Station and CD PCs.

I feel the software houses are taking us all for a ride, and when there are games like Ridge Racer and others on the Play Station to compete with, floppy's simply don't hack it anymore, so come on Amiga Tech., it's time to take the Amiga into the 21st Century, do the right thing, WE WANT CD-ROM AS STANDARD!!!!!

Ian Parks
Liverpool

Well, certainly it would help, but the cost of including a CD-ROM as standard on all Amigas would make the basic machines even more expensive. Even expensive Mac and PC systems do not always come with CD as standard.

It would help if Amiga Technologies either released or licensed an approved CD drive, or endorsed an interface like the Squirrel. Check out the news pages for more on this.



Is there any point in Amiga Technologies making a CD-ROM drive with so many good drives on the market already?

defective and will have to be returned to Silica for replacement when the trading standards office have finished testing it. I eventually got to speak to the General Manager of Silica, a Brian Marriott. I explained the situation to him, saying, as I had brought this to his attention, the least he could do was to offer me an upgrade so that I could use the machine.

He said that he could not do this; all he was entitled to do was to offer me a refund under the sale of goods act – so much for customer relations. I told him that was not what I wanted – I just wanted a system that runs without the need for paying out more money to make it work.

Meanwhile, I have contacted Amiga Technologies in Maidenhead and told them about the situation and they agree with me that this should never have been allowed to happen, but evidently being a German company it does not have problem with it.

Terry Sayers
Middlesex

As reported in last month's issue of Amiga Format, the bundled version of Scala will not run on an unexpanded A1200. I appreciate you're disappointment and you are, of course, completely entitled to have a refund if you wish. I think you are being a little unfair on Silica, who are merely selling the bundles as supplied to them by Amiga Technologies.

For their part, Amiga Technologies are looking for a solution to this, but as yet they have not informed us as to what that may be.



The version of SCALA bundled with new A1200 HDs will not work without some extra RAM, something potential purchasers should be aware of.

A MEETING OF MINDS...

With reference to your incredibly mature review of the "Roswell Slideshow" in issue 77, if you wish to take it upon yourself to criticise Ufology, please ensure that you get your facts right in the future.

1. People who research into unexplained phenomena and UFOs are not sad, sadly deluded, or clinically insane. UFOs are not reported by liars. There's substantial proof for the existence of UFOs.

More realistically, people who deny their existence are the liars – the definition of UFO being Unidentified Flying Object. Therefore anyone who claims to be able to identify every object they see in the sky is a liar.

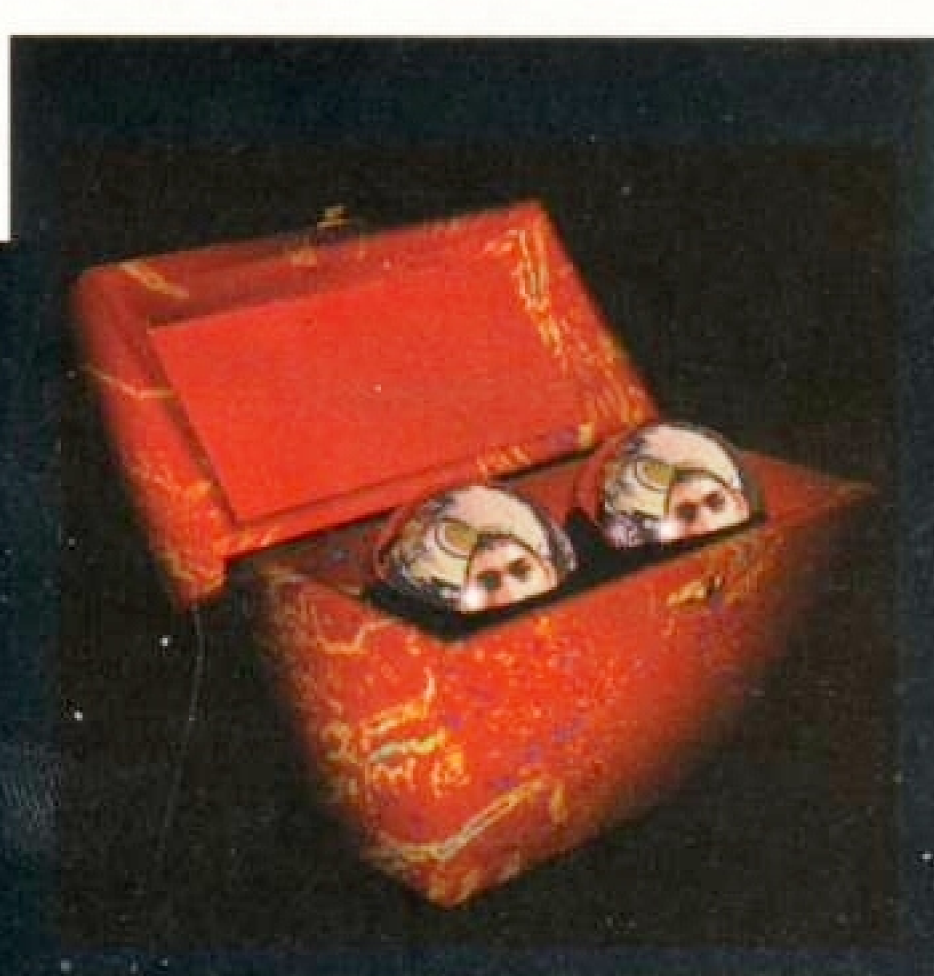
2. If you are going to debunk the reports of someone who claims to have seen a UFO, make sure you spell their name right.

The man's name is Ed Waters. He lives in Gulf Breeze (which is, incidentally, in Florida and not in New Mexico) and he did take those photos, which, for your information, have been tested extensively and have never been proven fake.

I suggest, before you ridicule this man, you read his book "UFOs: The Gulf Breeze Sightings", which contain all his photos, both before and after light-blasting (a technical procedure to show up details on photographic film and one the basics of which I doubt your small mind would be able to grasp).

3. I suggest you view the extensive government documents on UFOs. If the governments of the world spend their time and money investigating this phenomena, then surely it is not merely the figment of us Ufologists' imagination.

Remember that a proportion of your readers may believe in unexplained phenomena and do not appreciate your attitude; your magazine has a wide circulation and it is not your place to force your immature and narrow-minded views on those who believe that there are some things that



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I don't believe that the author of that piece, Mr Steve McGill, is small-minded or immature at all. In fact, he has succeeded, at least in part, in his cunning, evil and alien inspired mission – to throw doubt and disillusion on the evidence for the paranormal activities of beings beyond our ken.

You see, a few months back, Mr McGill went back to his native Scotland. But on his journey he was kidnapped by the Loch Ness monster and taken to the CIA base in Faslane, where he was brainwashed into spreading lies about UFOs.

He does still believe in Santa and the Tooth Fairy, though.

Listen, something being not proved fake is not the same as something being proved genuine. Cynicism is not always bad, it is sometimes good. Sure, there are a lot of unexplained occurrences and phenomena, but that doesn't always mean the answer is aliens. We like to be open-minded, but not gullible.

ACID COMEBACK

In response to Nigel Lines' "Acid remarks" in the November mailbag, I can only urge him to be patient.

As you rightly say, *Super Skidmarks* is hard drive installable in its original format, other than the track disks. Not ideal, admittedly, but not too great a disadvantage.

However, with the upgraded version on *Skidmarks Racer Magazine Issue 1*, supplied by Guildhall Leisure to registered users, the track disks do become installable and the game becomes even more readily accessible. I feel sure that when Nigel's copy arrives, he will find it was worth the wait.

Also on the disk supplied by Guildhall are previews of the racing circuits on *Track Disk 5* which will be available in October. They look good!

To Nigel, and indeed to all other *Super Skidmarks* users, I heartily recommend Andrew Bolt's *Skidmarks Cars* disks. A set of four "cars" is available from most PD suppliers.

Having purchased these, I was so impressed that I sent for a further disk-set containing12 more cars direct from Andrew at *14 Station Road, Greenmount, Bury, Lancashire, BL8 4BJ.* The cost of the disks, including postage, is £6.

I am looking forward to hearing from Andrew when he has completed his current project which is a further set of cars including McLaren F1, a Lamborghini Countach, a milk float and a shopping trolley!

David Vincent
Kent

Thanks for your input on this, I hope it will be of use to the (surely) tens of thousands of happy Skidmarks fanatics out there.

BRIEF AND TO THE POINT

Seeing as you're giving away such a lot of professional programs just lately, how about giving us the professional disk labels to go on to the un-archived disks!

You could either..

1. Provide sticky disk labels or.
2. Print the labels in the magazine allowing us to stick them on ourselves.

Thanks for *Real 3D*. It's just a shame that I have two orange and two blue labels stuck on to the disks!

Mick Heyes
Lancs

Hmm, an interesting idea.It will be filed somewhere near the top of the "interesting things to consider" pile.

I don't think we could justify the cost of printing extra sticky labels every month, but printing them in the mag has certain potential.



And here we see the trucks lining up for the 14th *Amiga Format* monster truck spectacular. The previous 13 were all abandoned due to off-the-track violence...

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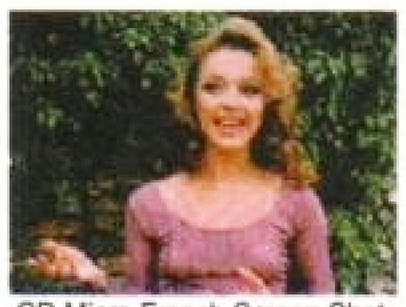
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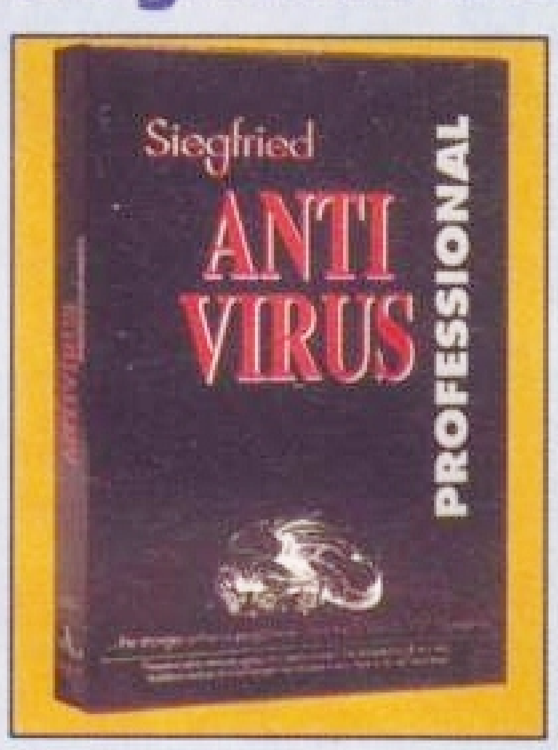
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Siegfried Antivirus Professional



Save £5 on one of the best virus checkers available. *SAP* will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. *SAP* works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in *AF72, SAP* scored an impressive 81 per cent and was described by Nick Veitch as: "Possibly the most thorough virus protection system for your Amiga".

Description	Siegfried Antivirus Professional		
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The Serial Killers



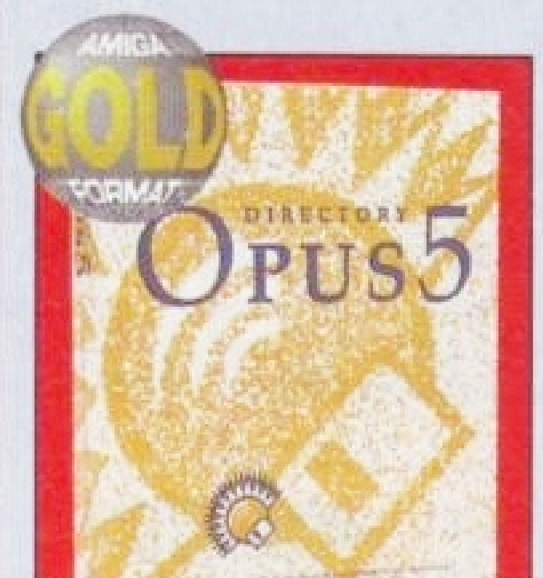


Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And *Amiga Format* can bring you that experience with this specially selected pack of three of the best-ever serial link games – all for under £30.

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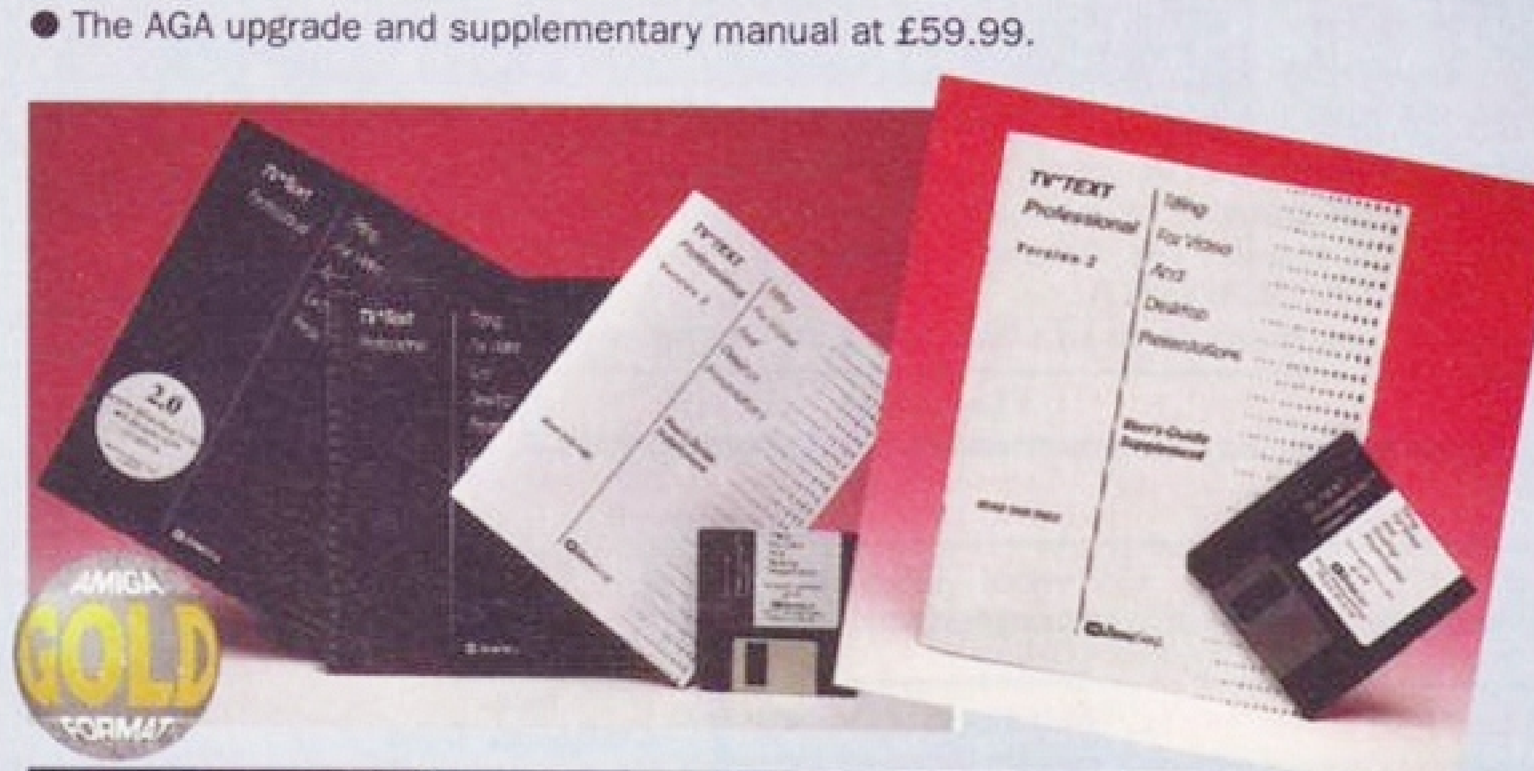
Description	Directory Opus 5		
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See the review in in *AF64* for full details of this tremendous video titling program then choose which upgrade option suits you:

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Description	TV*Text Pro		
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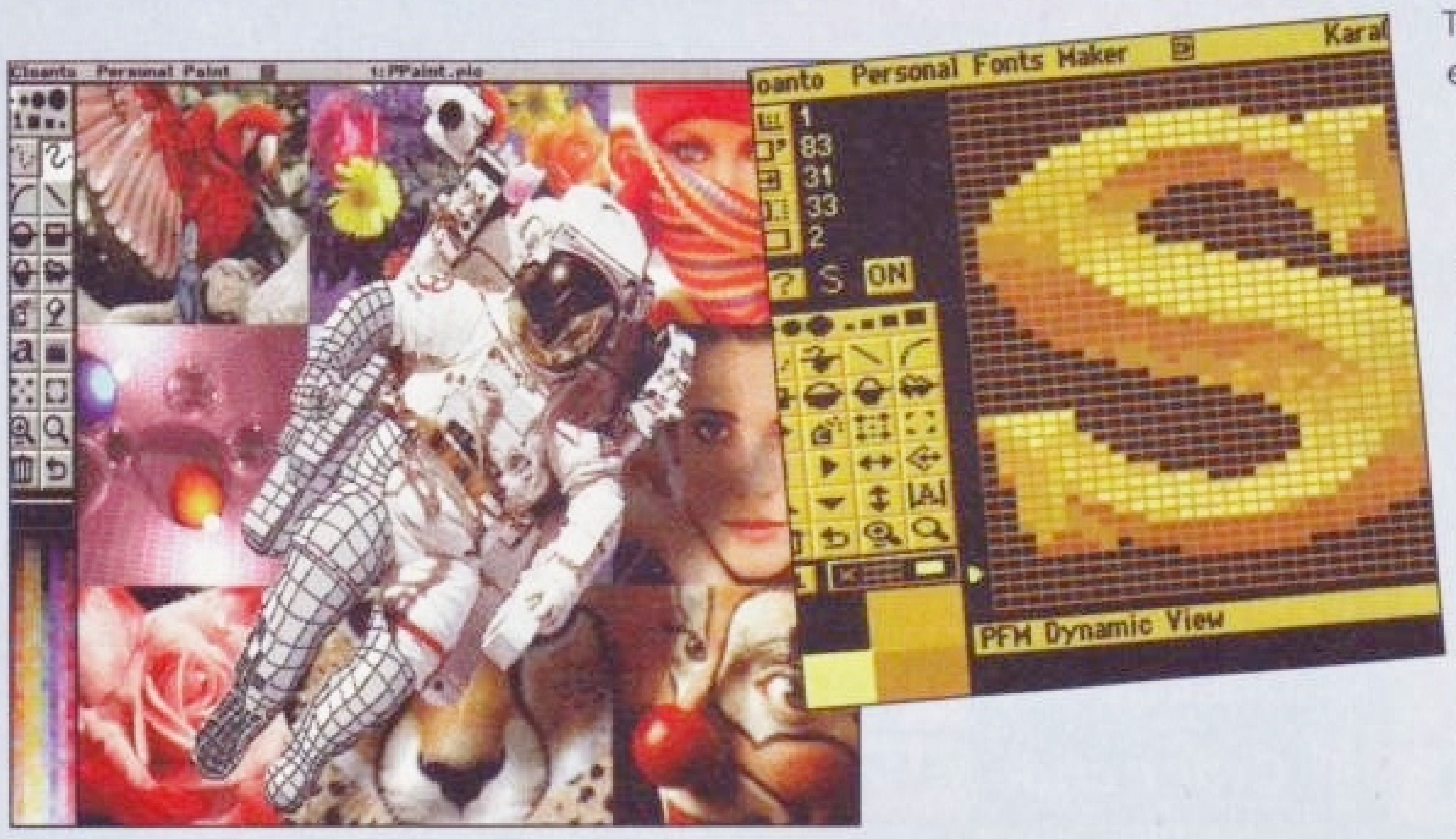
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Personal Paint 6.3 and Personal Fonts Maker 2



Take advantage of our very special *AF* mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.

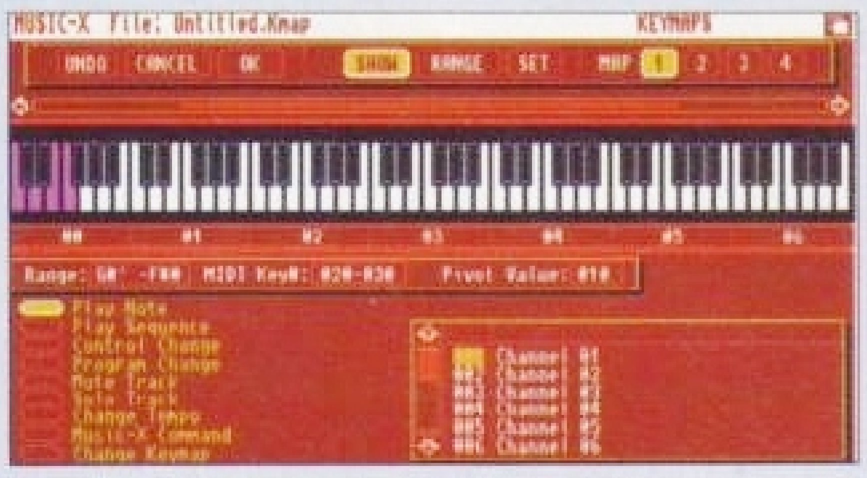
Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

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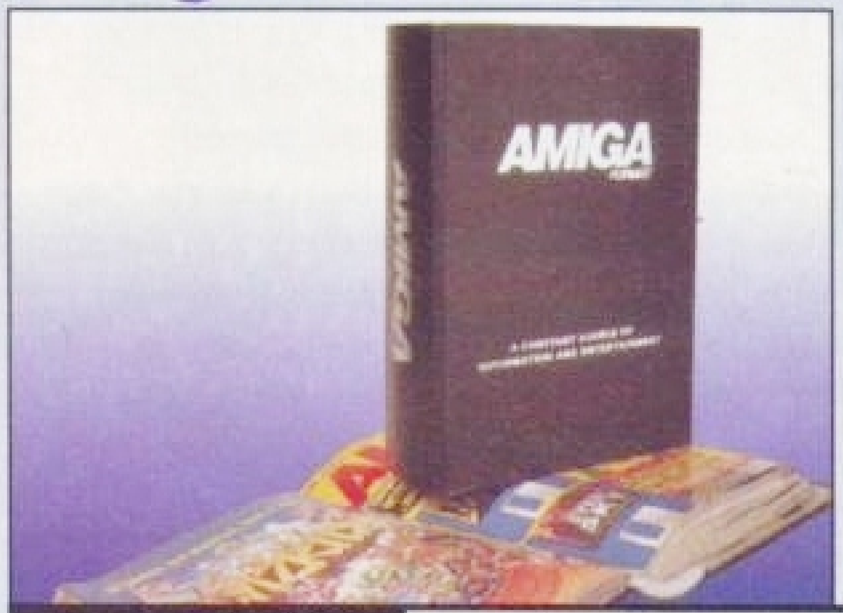


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
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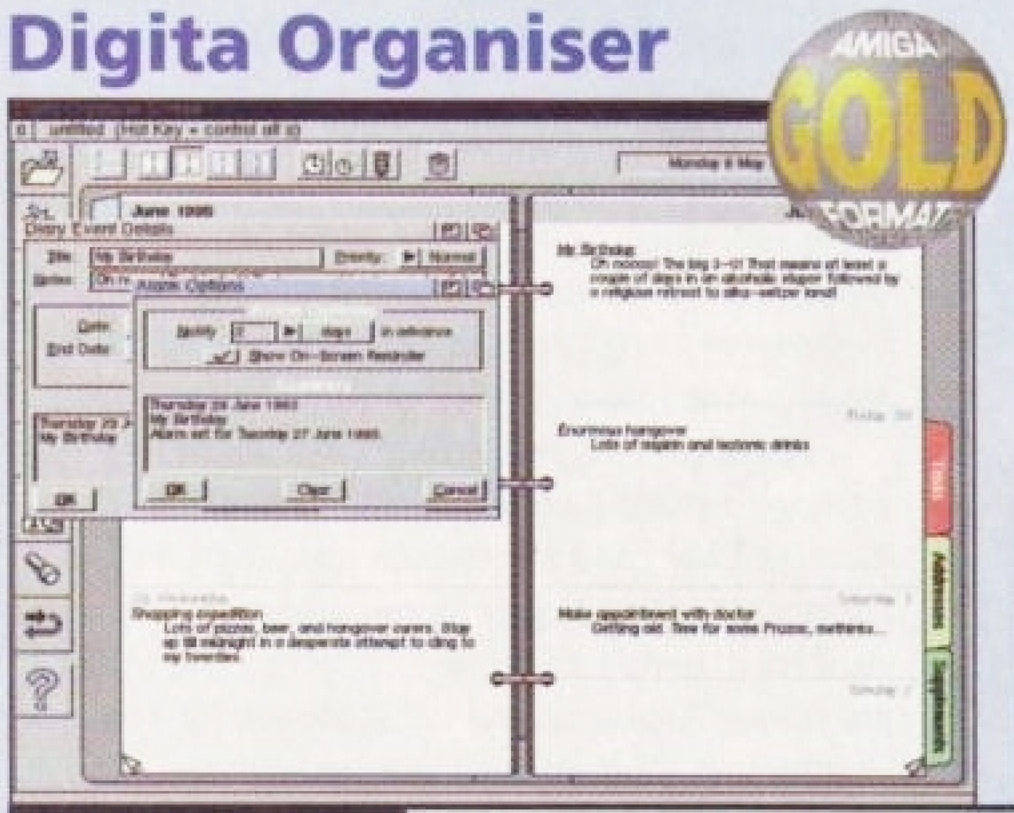
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At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
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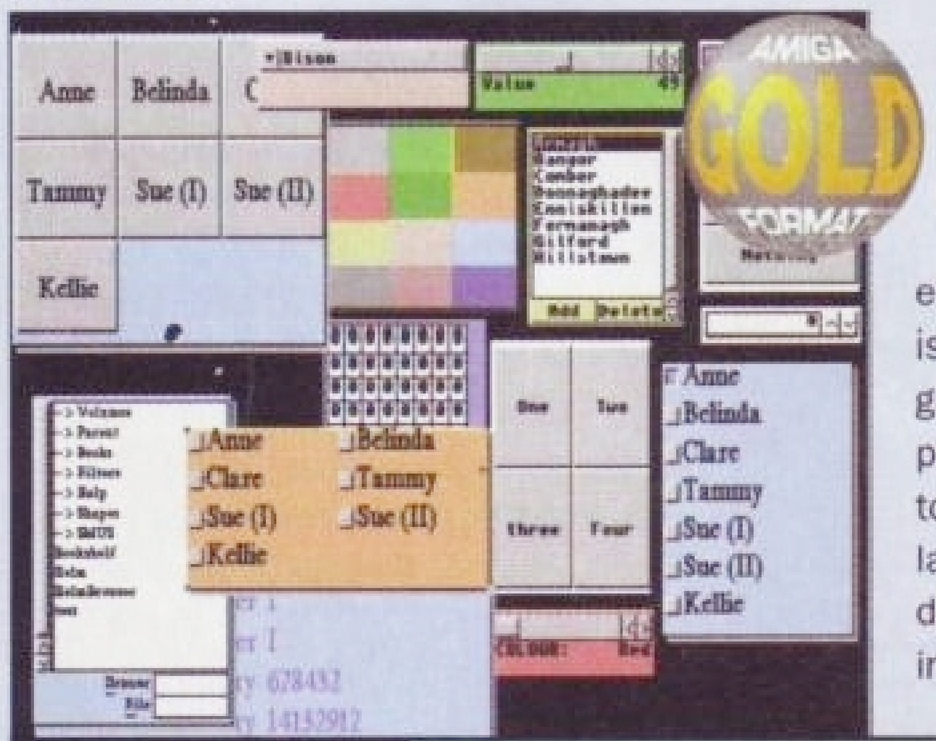


Another *Amiga Format* Gold, after using *Digita Organiser* you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the king of electronic Filofaxes.

NEW!

Description	Digita Organiser v.1		
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Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

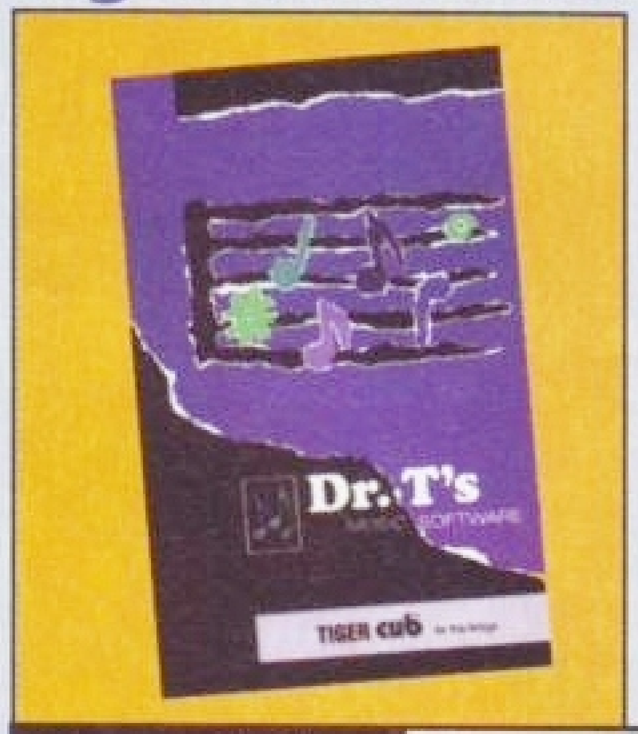


If you have a CD^{32} and an Amiga with *Communicator*, you can use your CD^{32} as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description Communicator III
Order code AMF505 **AF Price** £69.99

Tiger Cub Manual



To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description Tiger Cub Manual
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Gloom

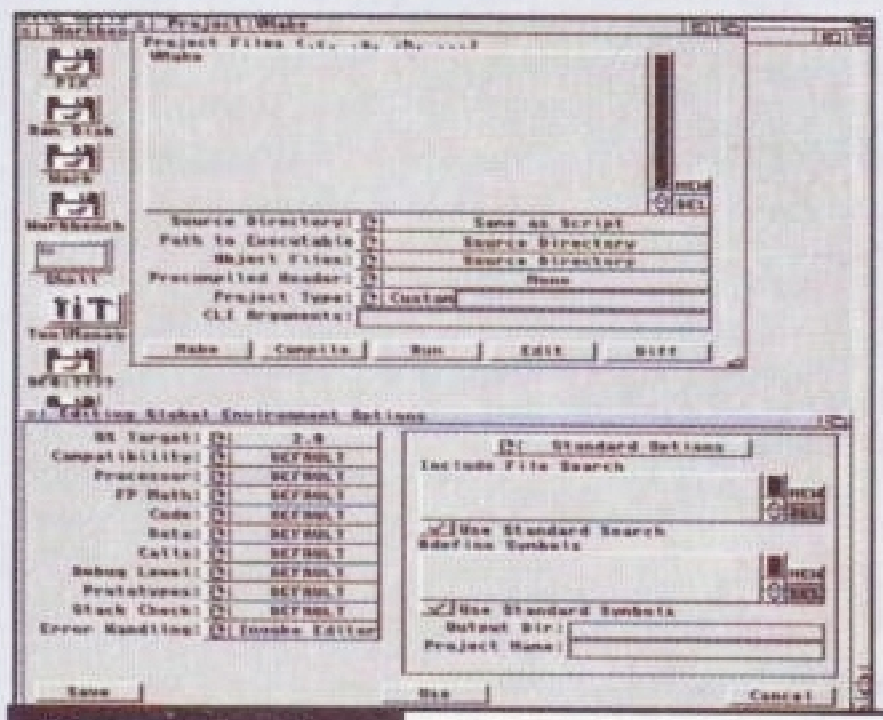


Top of the A1200 chart for a long time and given a well-deserved *Format* Gold, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one.
Get it today!

NEW!

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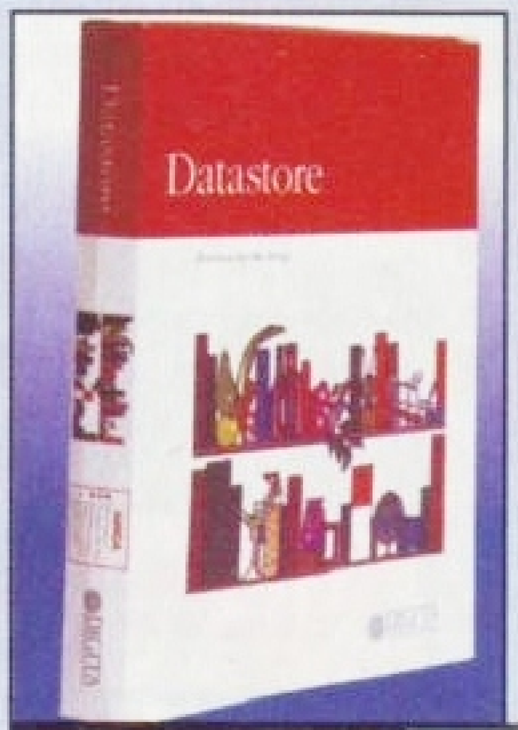


Save over £30 when you buy this programming language from us. It comes on five disks, with a 450-page manual. Features include: a revision control system; link libraries for 1.3, 2 and 3; higher maths functions such as FPU; support for bitfields, programs, etc.

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Description DICE 3.01
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Datastore

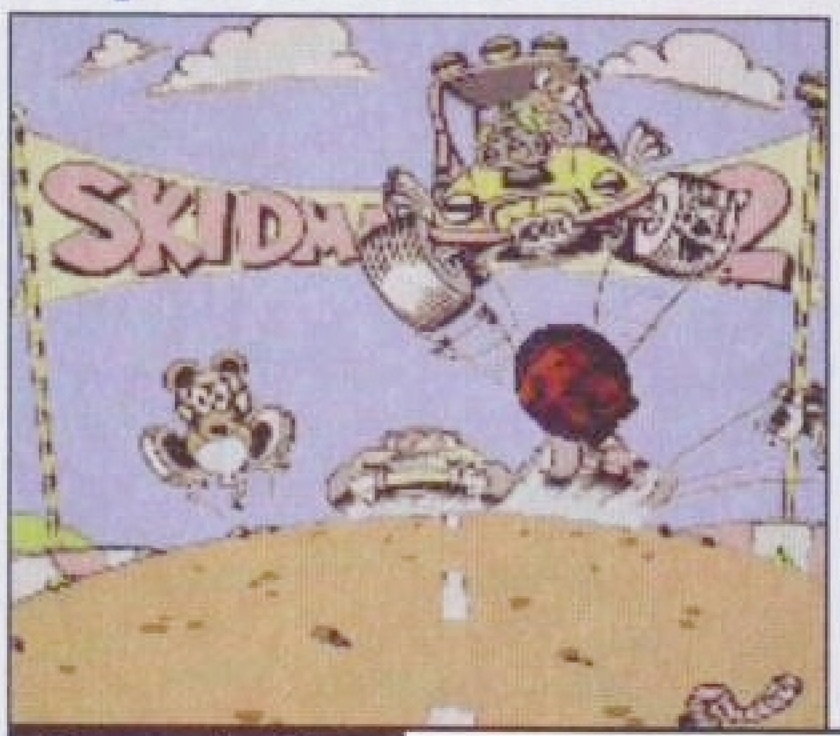


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description Datastore
Order code AFDAST **AF Price** £49.99

Super Skidmarks 2

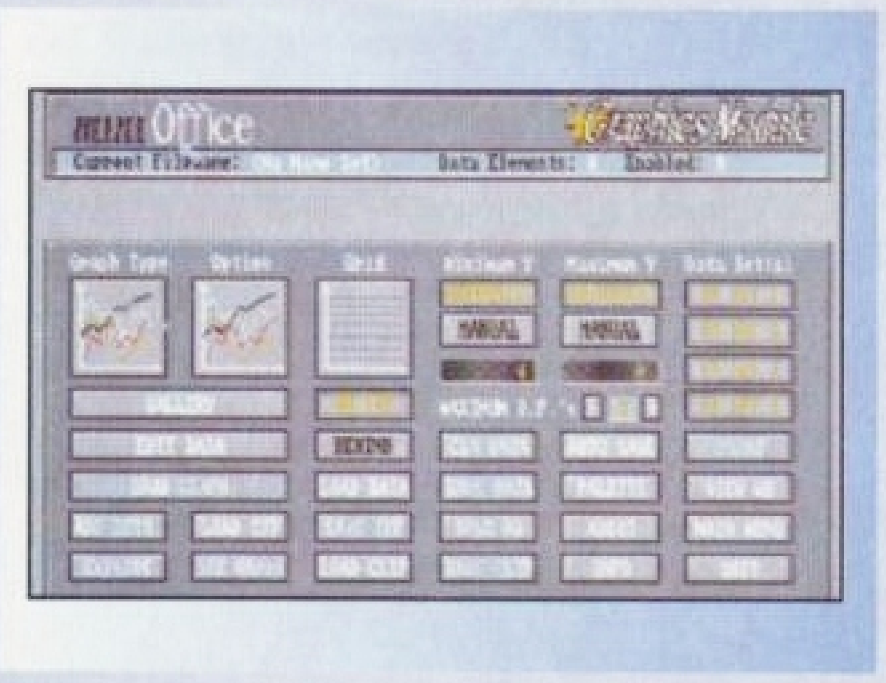


An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks 2* was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add to your collection now!

NEW!

Description Super Skidmarks 2
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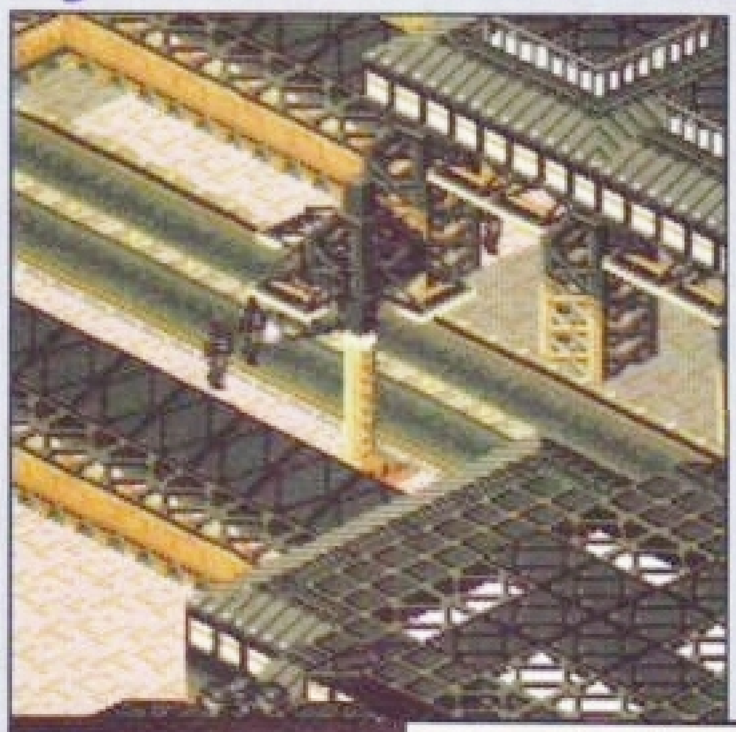


A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without.
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If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

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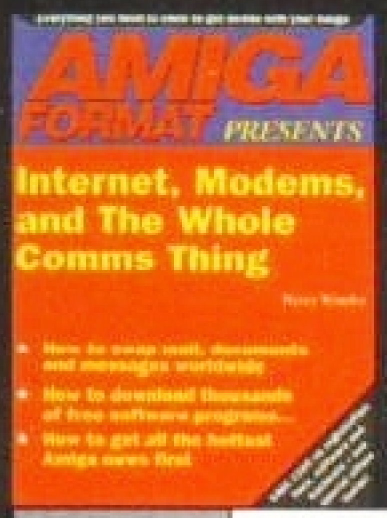
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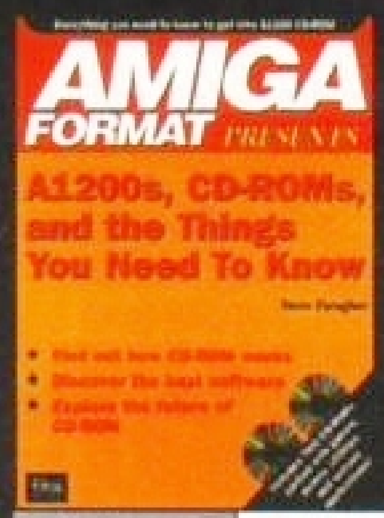
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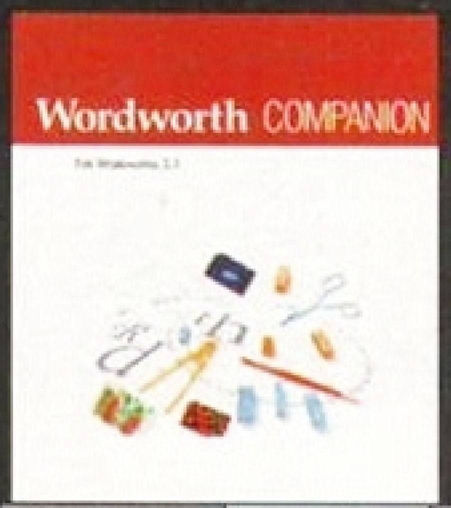
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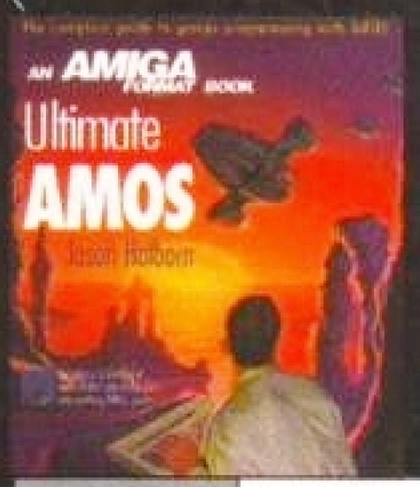
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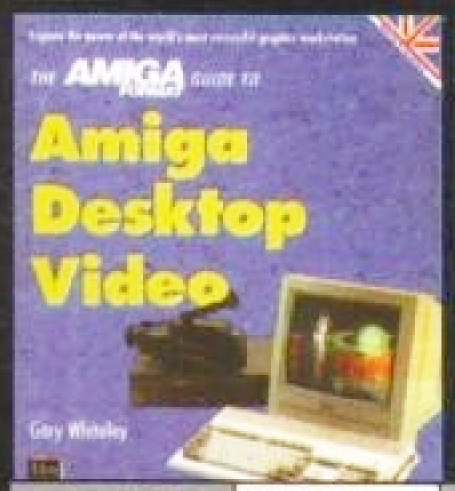
This guide was written with the full support of Digita International. It contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

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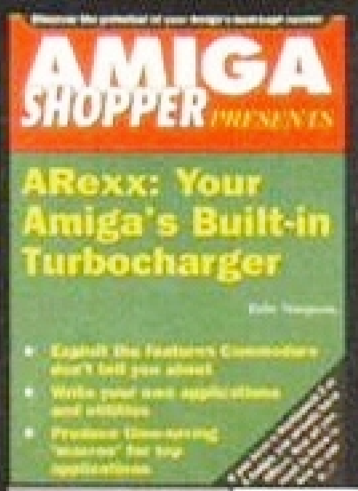
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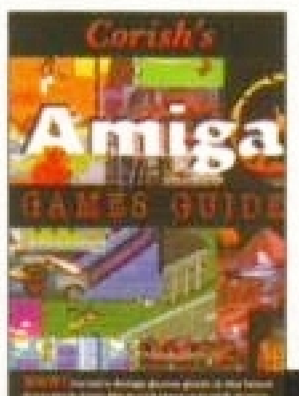
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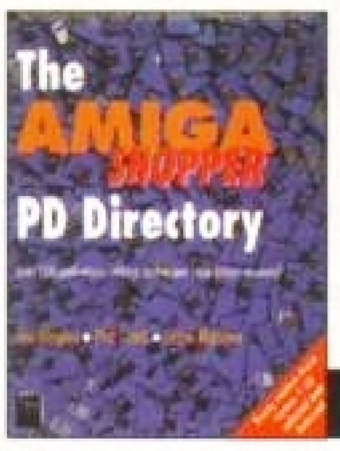
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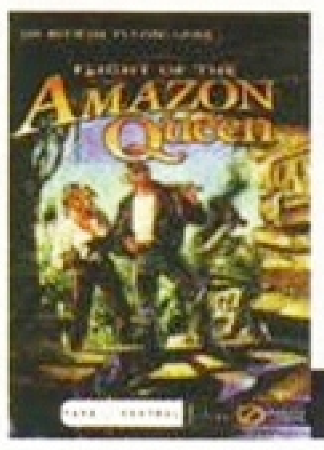
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2. Account no ☐☐☐☐☐☐☐☐

3. Sort code ☐☐ ☐☐ ☐☐

Account in name of:

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AF MAG CHRISTMAS/95

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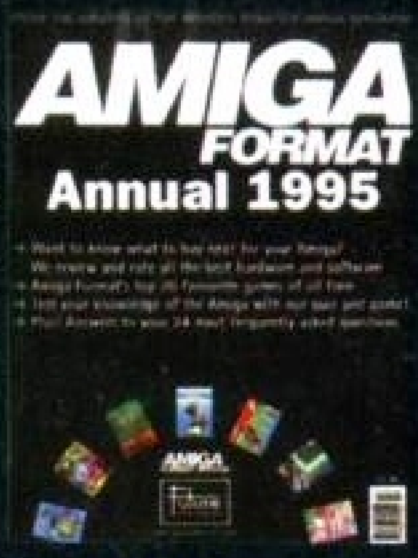
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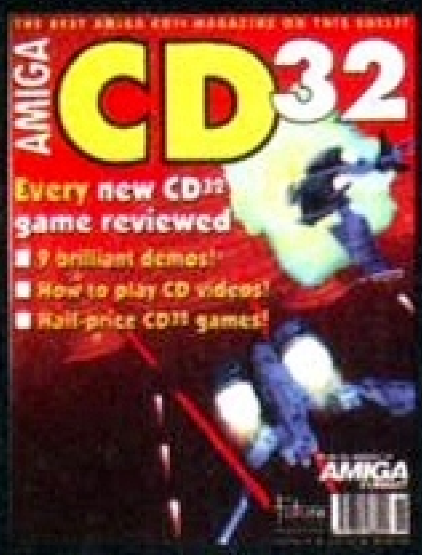
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Dear Santa...

I hope you and your reindeer are well, and that the ozone layer's holding up a bit better for you this year.

This is just a quick note to inform you, as I'm sure you are already aware, that I have been a very good boy over the last calendar period. I have assiduously strived to help my parents, brushed my teeth at least twice a day and been so tremendously kind to small, furry mammals that I have once or twice run into trouble with the local constabulary.

I am so nice that I have decided to save you lots of money this year. Instead of asking for a year's supply of my favourite Amiga magazine, I will ask for a subscription. What's the difference?

Well, instead of just the magazine, I will get a free insider's newsletter and a jam-packed subscriber's disk with every issue. And you won't have to fly by my house every month to deliver the latest issue, because it arrives in the post (which, let's face it, is a preferable delivery method to stuffing it down the chimney). It will save you a whacking great 42p every issue too, and every little counts with the state of the elf economy the way it is.

Go on Santa, you know it makes sense, fill out the coupon on page 135.

Regards,

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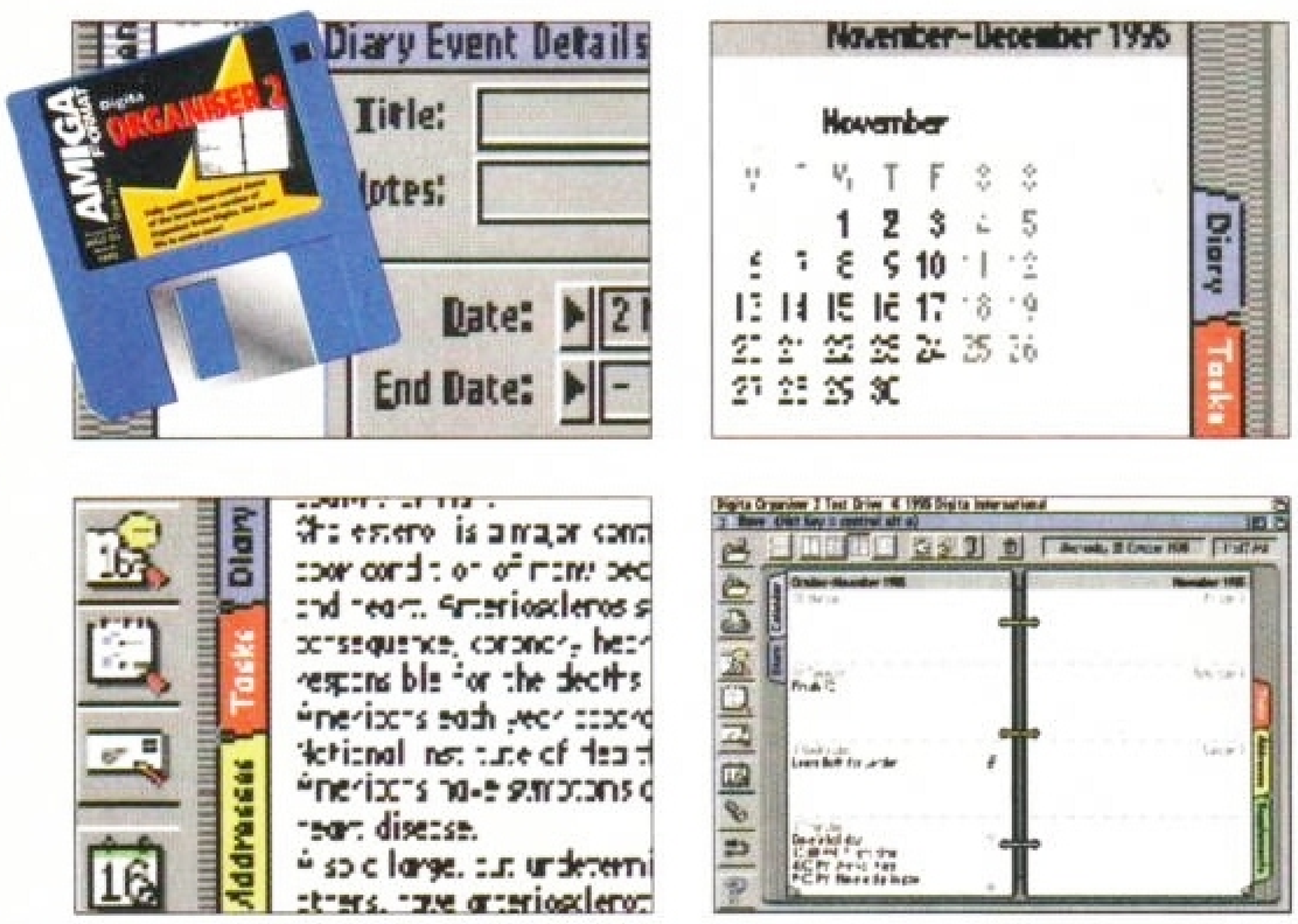
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AMIGA FORMAT COVERDISKS

Check out the news pages for a special Digita *Organiser* upgrade offer.



Digita *Organiser* is the key to sorting your life out. Absolutely invaluable and it's on our Coverdisk this month.



Small and cute they may be, but by the time you've finished this demo you'll have fallen in love and want more.



Worms

All you've got to do is bomb your way through to an opponent and blow the hell out of them.

First things first. There are some severe limitations on the gameplay of our Worms demo this month. Not quite severe enough to limit the flavour and playability of the game.

Oh no. If anything, the demo will whet your appetite for more. But the limitations make it all the more important to pay attention to these instructions. Either that, or you'll end up pulling your hair out in frustration.

On booting up, follow the on-screen instructions to unpack the demo on to two pre-formatted blank disks. Once unpacked, load the game into your Amiga.

Now, check out our "Digging for Bait" boxout to see how to proceed further. Then, when you've actually got into the game, check out the "Don't You Just Love Being In Control" box.

Familiarise yourself with the controls and then play for real. To help avoid confusion (and you blowing up your own men), we've listed the names of each team in yet another box called "Halt, Who Goes There?".

The time set aside for each level has been limited to a smidgeon over five minutes. Unlike the complete game, the time allocated for each Worm to make his move is a hurried 30 seconds.

In that time you'll have to move, select a weapon or utility, and aim/activate that weapon/utility.

You'll probably not be comfortable with what you're doing until about half an hour of faffing about has passed. Stick with it – you'll be greatly rewarded.

Playing this game had our Production Editor Anna Grenstam in stitches. And she's Swedish!? Need we say more?



Tactical use of the weapons on bridges can have a devastating effect. Look out for mines to use as well.



"Beware the Swede" is the new phrase bandied round the office.

Steve McGill, in conjunction with Team 17, a dangerous Swede, a foul Irishman, and whinging Streetfighter fan, are proud to present one of the liveliest demos ever seen on a *Format* disk.

DIGGING FOR BAIT

Follow these step by step instructions to gain access to the mighty mirthful Worms:

1. Click on Game Start.
2. Choose League or Friendly from the next screen. It doesn't make any difference to the demo which one you choose.
3. If two human players want to play Worms, choose two selections from 1 UP to 4 UP. If playing against the computer choose one from 1UP to 4UP and one from the rest of the list.
4. Click on OK.
5. You will now have entered the first of the three levels exclusive to the *Amiga Format Worms* demo.
6. Check out the box entitled "Don't You Just Love Being In Control".
7. Experiment and enjoy.
8. When the time's up on a level, click through the screens that appear until you find yourself back at step one in this humble little box.

DON'T YOU JUST LOVE BEING IN CONTROL

It's probably best to choose two human teams just to get to grips with the basic play mechanics of the Demo. Here are all the important keys needed to play *Amiga Format Worms*.

Due to space limitations, we can't give an in-depth breakdown of weapon and utility use, but we've listed the the function keys and the means to activate them. Pressing a function key twice activates the second weapon.

Alternatively, when in control of a Worm, pressing on the right mouse button activates a menu bar of ten weapons. Pressing on the right mouse again brings round the second ten. To select a weapon, click on it with the left mouse button.

■ MOUSE – Scroll around the landscape to check the terrain, view where your Worms are stationed and locate who's worth shooting.

■ LEFT AND RIGHT CURSOR KEYS – Move the presently in charge Worm left and right along the landscape.

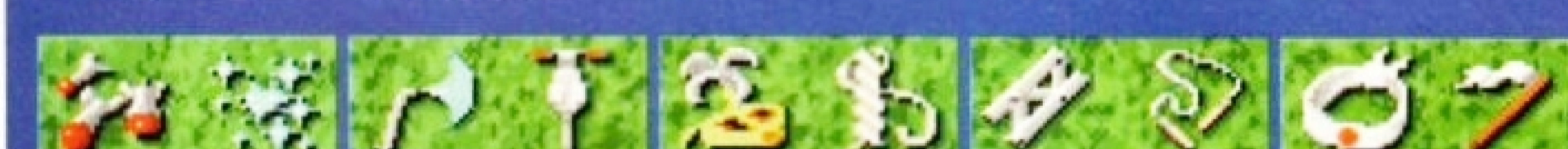
■ UP AND DOWN CURSOR KEYS – Aim the current weapon/utility selected.

■ RETURN – Worm will jump over obstacles and spaces when this key is pressed.

■ SPACE – Fire current weapon or utility. Certain weapon types require the space bar to be pressed down while the shot strength builds up.



F1: Bazooka, Homing Missile. F2: Grenade, Cluster Bomb. F3: Shotgun, Uzi. F4: Firepunch, Dragonball. F5: Dynamite, Mine.



F6: Air Strike, Teleport. F7: Blow Torch, Pneumatic Drill. F8: Shotgun, Uzi. F9: Girders, Skip Go. F10: Kamikaze, Surrender.

HALT, WHO GOES THERE?

Each team has their own individual members. We've listed them here to avoid confusion during play. Whenever it's a player Worm's turn, a large arrow will appear over their head and jump up and down.

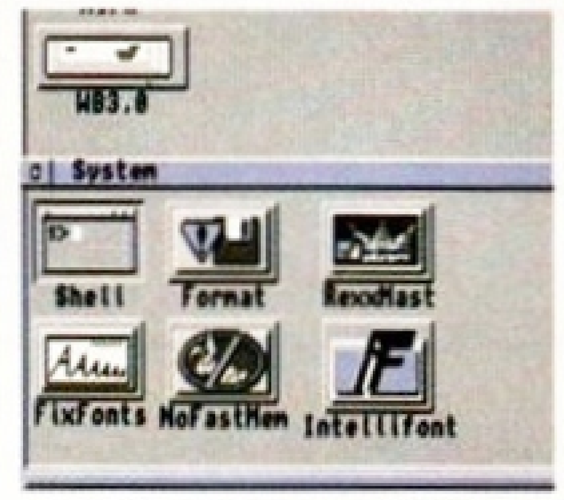


Knowing your enemy is the key to success.

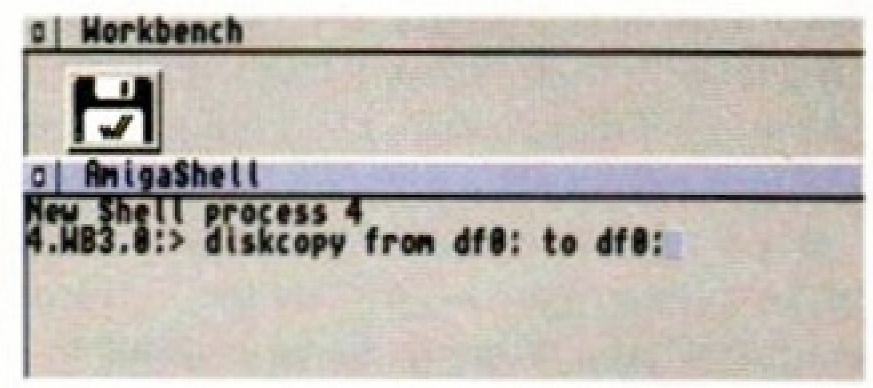
1 UP:	2 UP:	3 UP:	4 UP:
Ian MacKaskill	Grandpa Flump	Humpty Dumpty	Galahad
John Kettley	Bagpuss	Old King Cole	Lancelot
Michael Fish	Mr. Benn	Little Bo Peep	Arthur
Suzanne Charlton	Bod	Red Riding Hood	Percival
TOP DOG:	**WATERLOO:**	**HRH:**	**OH NO:**
Scooby Doo	Bjorn	Diana	Builder
Lassie	Anna Frid	Charles	Digger
Beethoven	Benny	Elizabeth	Frogger
Rebel	Agnetha	Philip	Blocker

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

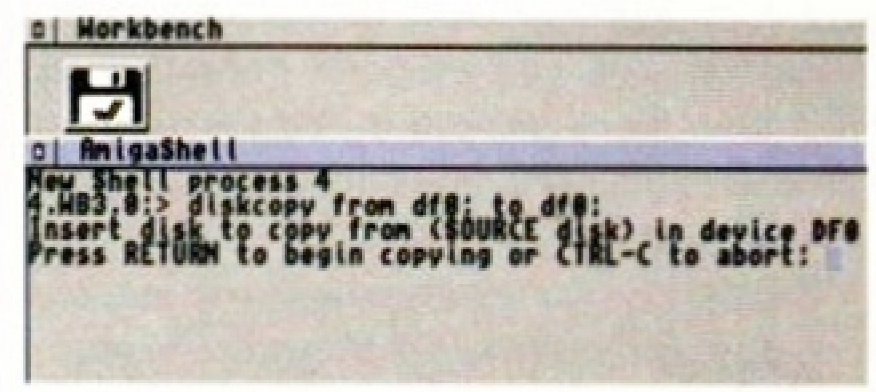


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

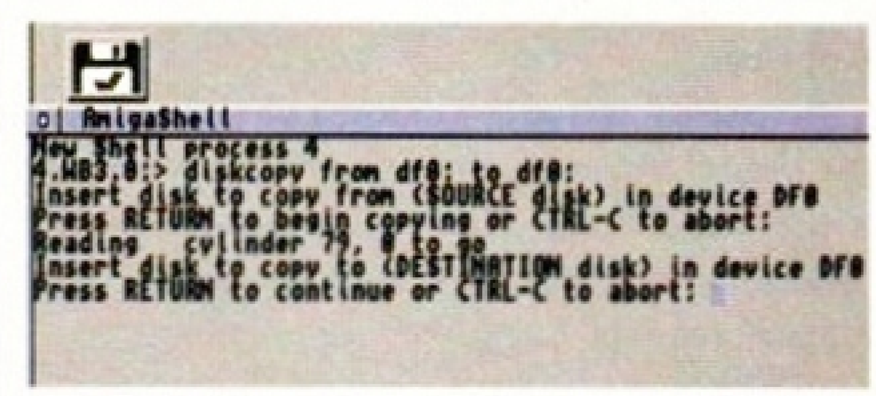


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

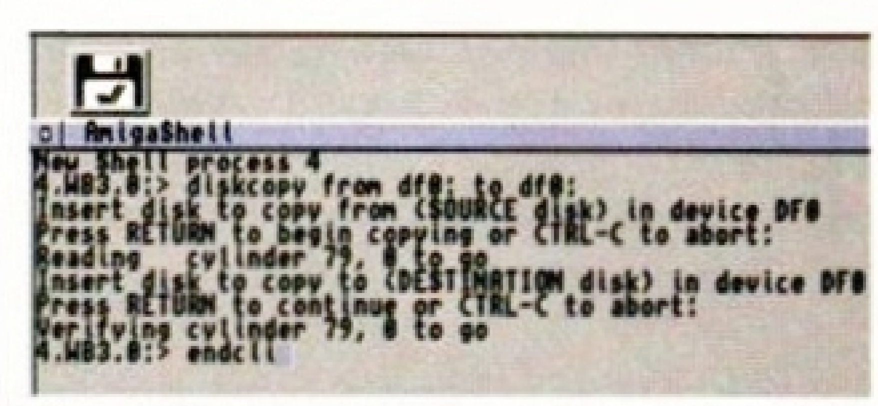
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT



When the first version of Organiser from Digita was launched, it got lauded by all and even got included in the new Amiga bundle. An update is now available and we've got a pretty cool, time-restricted demo for you. David Taylor gets you started.

If you are anywhere near as disorganised as myself, this program is an absolute must. This year, for the first time, I remembered my best friend's birthday on time! It can do everything from store addresses, full diary entries and even guide you to the best restaurants.

When you have installed the *Organiser* demo (see "Installing *Organiser*" boxout for instructions), the program is simple to load.

Sensible sections

Organiser is split into various sections. The first section has the calendars where, if you click on any date, you will move automatically to that date in the diary section. This section is next in the order and constitutes the main part of the program.

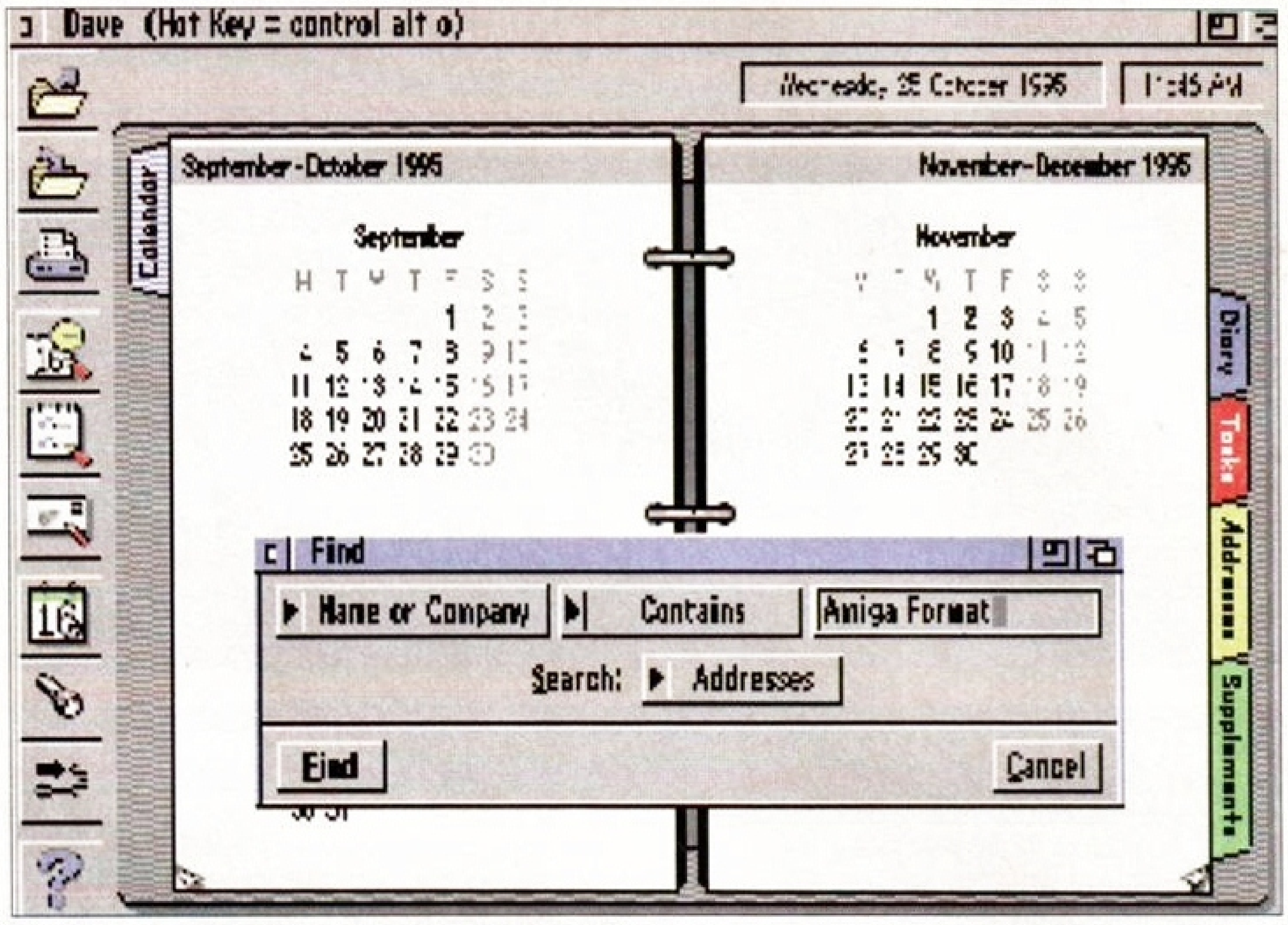
The diary is extremely easy to use and is set out in exactly the same way that a traditional diary is. To make an entry, double-click on the section of the day and a new box will appear. In this, you can enter the title of the entry and type in a message. You can then attach a priority to the entry and also set an alarm for it, if you wish.

If, instead of that, you want to set a program to be launched, say a virus checker, then you can do this also. All of these functions are easy to use. From the box where you enter the text for the diary, you can select any of them. Alternatively, if you have created the entry and then wish to add a function, select the entry and click on the corresponding icon from the top bar.

Items can be linked to diary events – so if you have a meeting pencilled in, you may want to link the diary entry to the address of the client. To do this, select the diary entry and then choose "Linked Item" from the "Create" menu. This allows you to choose the type of link – whether to another diary event, a task, or an address. Selecting one of these will allow you to create a new entry in the appropriate section, which will be linked to the diary entry.

Should you want to link an event to a task, address, or event that already exists, all you do is select the first diary entry, choose "Make link" from the "Create" menu and then choose where you want it to be linked to by clicking on it.

Entries with linked items appear with a paper clip next to them. To view the linked items, click on the paper clip and a menu of the links will appear – you select the one you want and it will go there automatically.



The first section of *Organiser* is a simple calender. Clicking on a date will move you to that date in the diary, or you can just search for any information you want with the "Find" tool.

Easy layout

You can also change the screen layout, so that instead of having a week in view, you can have anything from a day per page, to a fortnight per spread. The icons along the top of the screen adjust these specifications.

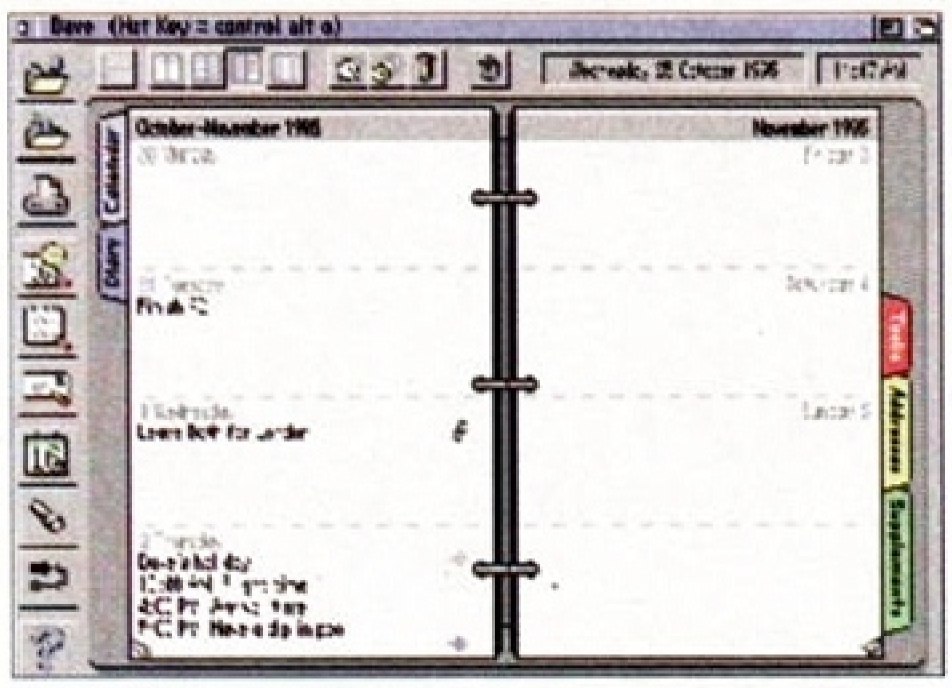
There are also some diary themes, which can be added to the pages so that you are aware of certain dates – such as the public holidays, etc. In the Diary Themes 96 drawer on the disk, you'll find many themes.

For these to be automatically used by *Organiser*, you just need to load the theme into the program. It will be loaded like any "project" and will be saved together with your own data when you save it. If you want to change the theme, just load a different one in and it will automatically replace the previous theme.

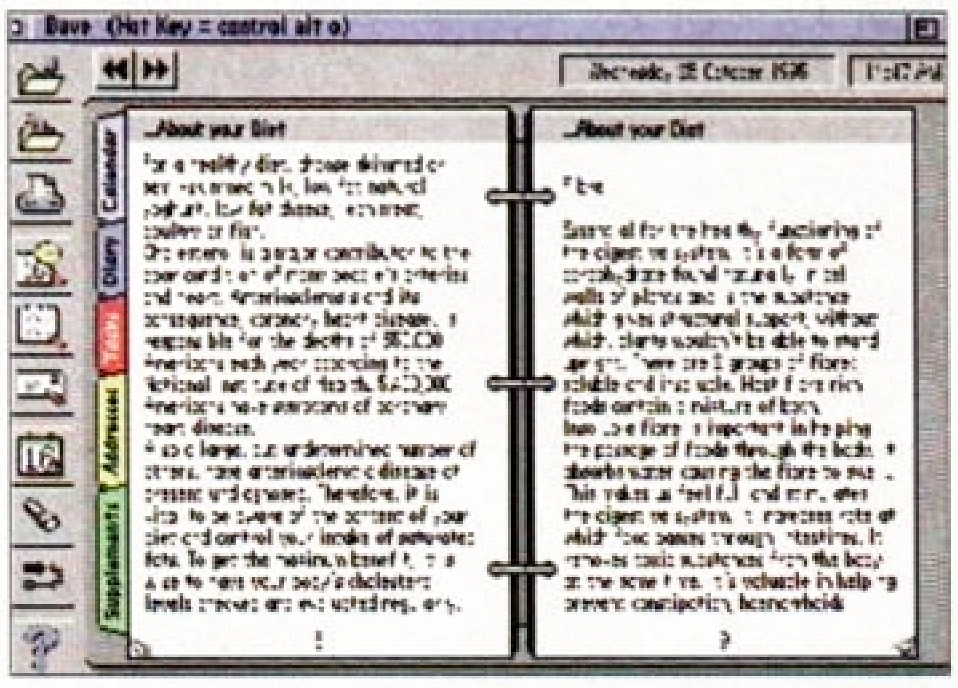
The tasks section follows the diary. This section is like a note pad, where you can simply jot down a list of things to do. As with the diary entries, you can attach a priority tot entries and when you complete a task, you can place a satisfying tick next to it.

The address book comes next and is pretty self-explanatory. To enter an address, double-click within the address section and a box will pop up for you to enter all the details.

It doesn't matter whether you are in



Dave's diary. Full of all the important things he's got to do. There's a link to a task, signalled by a clip.



The "Supplements" drawer contains varied themes, like this one about your diet.

INSTALLING ORGANISER

Installing the *Organiser 2* demo is made as easy as possible because it uses the Commodore Installer. If you want to install to floppy disk, boot the Coverdisk by putting it in the internal disk drive and turning your Amiga on. To install to hard drive, boot your hard drive and then put the Coverdisk in any drive.

Double-click on the install icon and the installer will load. You can choose the level of user, so if you're a beginner choose the novice level. *Organiser* will install the necessary libraries and files to the disks. All you then need to do is load the *Organiser* program.

Organiser 2

the correct letter section for the addresses, since they are sorted by *Organiser*. To view an address, just select the initial letter of the name and you'll go to that letter, where the address is stored.

Last but not least

Last in *Organiser's* arsenal, but by no means least, is the "Supplements" section. Those with filofaxes will know what these are all about.

They are a set of ordered, informative sections on a wide range of topics. You can read through the supplements, or search them for a particular piece of information.

So, if you wanted to look through the restaurants supplement for places in Camden, you choose the search icon (the torch on the left) and then choose "Supplements" and enter "Camden" in the search box. Cool, eh?

There are a number of supplements included, but to load them, you need to move the supplements you want from the "Supplements Storage" drawer, into the "Supplements" drawer and choose "Rescan".

More instructions on how to do this are in the "Supplements" section of *Organiser*.

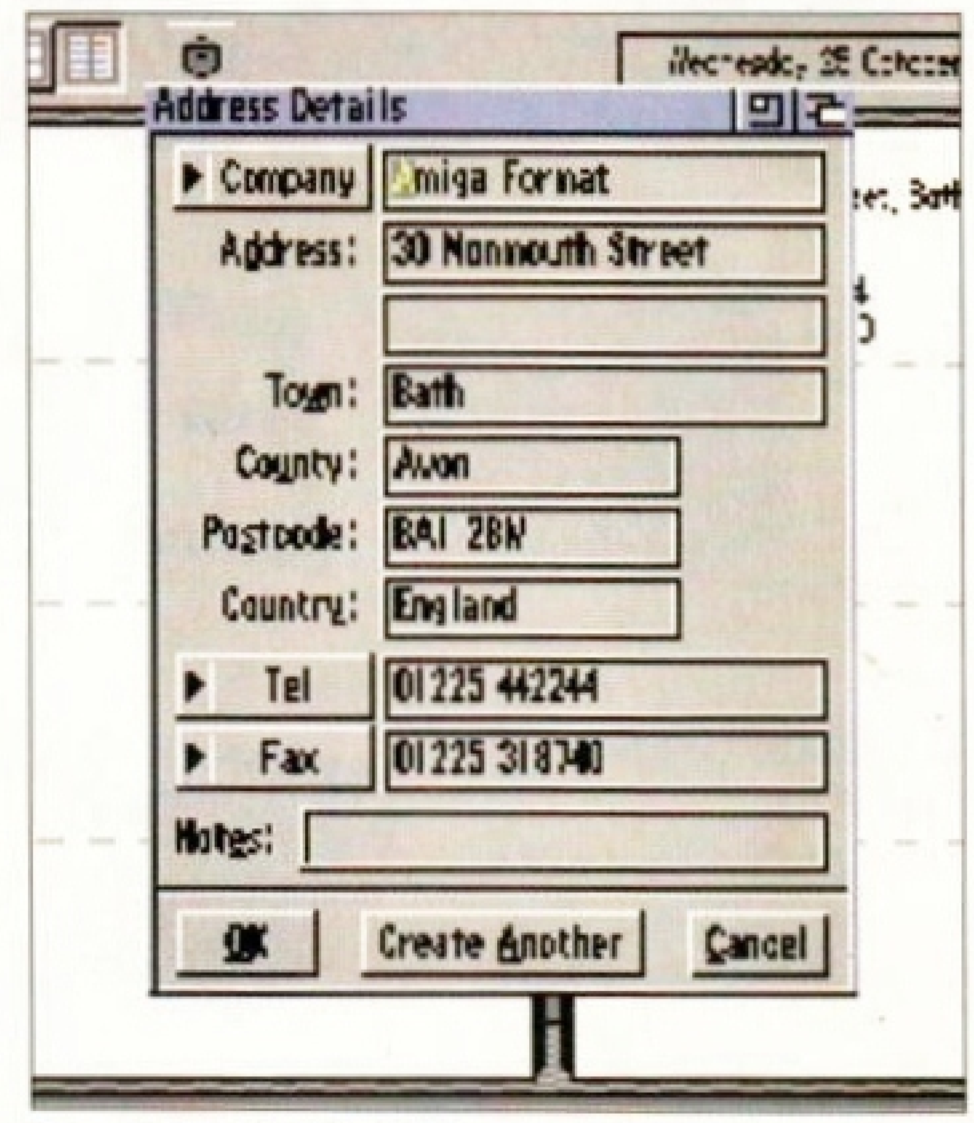
A couple of things to finish off this introduction. Firstly, there is a huge on-line help system – should you get stuck, just hit the big "?" icon, or press the "Help" button.

Also, should you want *Organiser* to start immediately on boot-up, you can do this easily. When you have entered some data into *Organiser*, you can save the file.

If you save this data file in the WBStartup drawer, *Organiser* will start up automatically with your data in the program.

Lastly, if you don't have a battery backed-up clock in your Amiga, then it's best if you set the date in the prefs file each time you boot up before launching *Organiser*.

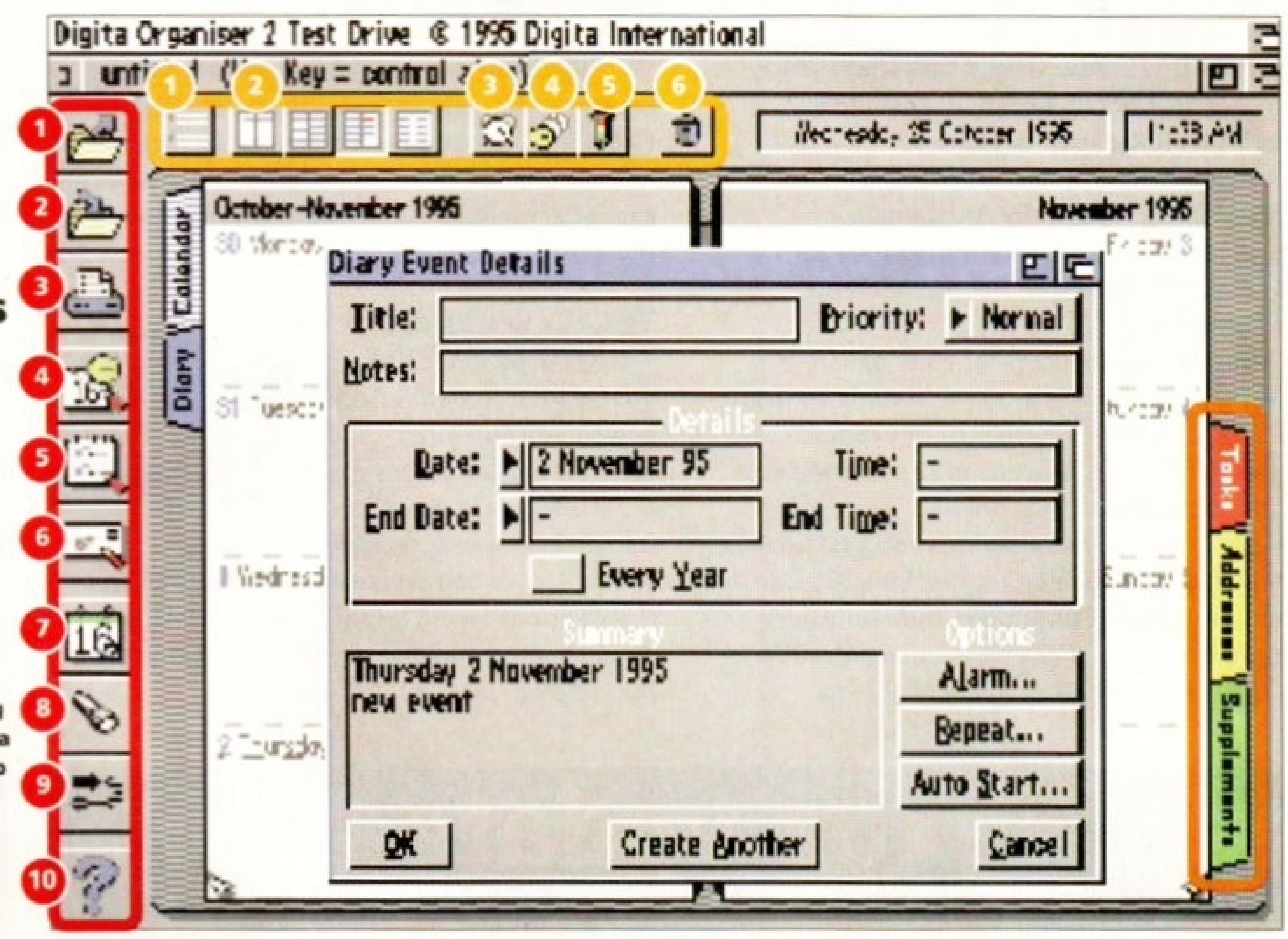
This program is just way cool. Get Organised and have fun!



The address book is laid out exactly as you'd expect and is simplicity to use. Like the rest of *Organiser*.

How to use Organiser 2

Here's a simple explanation of Organiser's on-screen icons.



RED CODE

1. Open Project
Open a previously saved project, or a diary theme to be added to your own entries.

2. Save Project
Save the entries and changes you've made. The project can then be loaded back by double-clicking on the icon, which will load *Organiser* and the data automatically. Placing the project in your WBStartup drawer will load both automatically on startup.

3. Print

4. Add a diary entry
Add a new entry into your diary. Opens a requester (shown right) where you enter the name and details.

5. Add a task
Enter a new task in your list of things to do.

6. Add an address
Opens a requester for the addition of a new address and telephone number.

7. Go to date
Jump directly to a specified date in your diary.

8. Search
Search the Organiser for information with many configurations for searching different areas.

9. Undo
Erase any entry removed accidentally.

10. Help!
The panic button to give you the answer when you're baffled by the world.

YELLOW CODE

1. Detail
Changes the amount of information displayed on the page for each entry.

2. View modes
Adjust the amount of information displayed on the screen for your diary: from a day, to a page, to a full fortnight in view.

3. Alarm
Add an alarm to a diary event to wake you up.

4. Repeat
If you need the event to be flagged more than once.

5. Launcher
Attach a program to be launched from a diary event – such as a virus checker.

6. Trashcan

ORANGE CODE

Skip to section
The bars down the side are like dividers in a filofax and clicking on one will let you jump directly to the section. You can flick through the individual sections by clicking on the mini-dividers in the section, such as the A-Z letters in the address book.

AMIGA FORMAT COVERDISKS

CAN'T GET YOUR DISK SOFTWARE WORKING?
CALL
(MON-FRI 2PM-6.30PM)
0191 584 0682



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)



Many readers have had memory problems when trying to run *Bars&Pipes,* or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (AF73)



If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

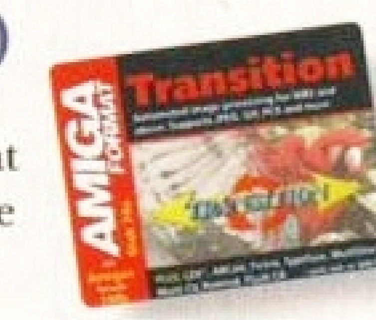
Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (AF73)



To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.

TRANSITION (AF74)



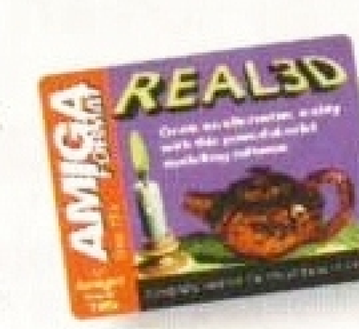
If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.

INFONEXUS/DATANEXUS (AF76)



Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.

REAL 3D (AF77)



If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.

Info Nexus update

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

Name ....

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Send your order to:
***Amiga Format* Offer, Optonica, 1 the Terrace, High St., Lutterwoth, Leics. LE17 4BA or order by phone on 01455 558282. Trade enquiries welcome.**

On the cover of *AF76* we gave you the excellent demo versions on *InfoNexus 2* and *DataNexus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for *Amiga Format* readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of p&p for UK residents (add £2 for overseas orders). If you're still unconvinced, why don't you read the review in *AF77*?

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

**AF DISK NUMBER XX
DISCOPY LABS,
PO BOX 21,
DAVENTRY
NN11 5RT**

This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

In this case, the disk has been damaged and needs to be replaced.

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Dale Bradford is your host for the page that gets the industry talking.

AMIGA FORMAT FORUM

This is the last in the present series of the AF Forum, but worry not, for in the new year we'll have a completely new thrill for you.

It's the Last Night of Format Forum and what better note to end on than an Amiga 10th anniversary documentary with special guests.

What a good read this month's mag was, eh? Regular readers will know that, after all that excitement, this last spread is used to wind down the mag on a thoughtful note. We ask you a specific Amiga-related question and you supply us with the answers. Last month, in the Forum, we asked you: "If there was to be a special 10th anniversary TV documentary of the Amiga decade, who would be the best person to present it?"This is what you said:

"It would be presented by an Amiga 1000 with Jay Miner on screen," according to Martin Stephan from France. "It would be possible with the help of some of the brilliant graphics shared by the Amiga. He is not only the creator of the Amiga, but also its father, giving it a soul and a spirit. Now he is no more in this world, but every time you light up your Amiga, he is behind you, giving life to your so-friendly computer." A trifle ghoulish, perhaps, but a good suggestion.

I've ignored those of you who suggested Nick Veitch. Illustrious though our editor's TV and radio career may be, blatant grovelling, in a feeble attempt at getting a coveted AF sweatshirt, will not work on this page. Besides, can we trust him not to start humming one of Smokie's greatest hits in an unguarded moment? Oops, have I let the cat out of the bag? Sorry Nick (tee hee!).

"David Pleasance," argues Cath Parsons of Pontypool. "Over the last few years, his white-bearded face has become as synonymous with the Amiga as a jolly santa has been with Christmas." Cath went on to ask searching questions concerning David, his whereabouts and activities since the sale. An in-depth AF investigation is on its way.

"You've just gone and put the answer in the question," claims Graham Haynes of Milton Keynes. Er, did I? "This isn't 'Jeopardy' you know," he continued (whatever that is). "Who else could possibly present 'The Amiga Decade' but the Amiga itself? You just need *DPaint 5* (or *PPaint 6.4*) and the Amiga's narrator device. Then, with a bit of fine tuning, voilá! Don't just talk about our dear Amiga, *involve* it.

Have Alice, Denise, Agnus, Lisa, Gary and Paula on as special guests, as well as the Amiga classic, Lemmings. And how long would this programme last? Another ten years of course, and beyond..."

The lemmings walk off stage and explode.

Hmm. So the Amiga interviews Lemmings? I see. I can imagine how that little exchange would go...

"So, tell me, Mr Lemming, how has life treated you since you first appeared here all those years ago?"

"Smashing, thanks to you. Since then I've appeared on every conceivable format to universal acclaim, as you know, and made many a shilling in the process, I don't mind telling you."

"But how would you react to those who say that your original incarnation has indeed never been bettered?"

"Luddites."

"And that all your subsequent appearances, on other formats, have been little more than easy cash-ins?"

Can we trust him not to start humming one of "Smokie's" hits.

"It's not just me, ask the same question to your next guest, *Sensible Soccer...*"

"And that having made your fortune, you have turned your back on the very people who made you a success – Amiga-owners?"

"Is that the time? Great to see you again, get your people to giv[e] my people a call. We'll do lunch sometime. Must dash, I'm due on PlayStation any minute..."

The whole studio erupts as doddery old *Defender Of The Crown*, using a lance as a support, berates the pony-tailed 3D sprite about old-fashioned virtues, such as loyalty. He challenges him to a joust but the lemming walk off the stage into the orchestra pit and explode.

Cue the credits...

And that's the end of the Forum too.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for vital enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We'll only answer technical problems in the mag.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice.
Steve McGill, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: Write the answers and your name and address on the back of a postcard.
'The name of the competition', *Amiga Format*,
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COVERDISK SUBMISSIONS: Future Publishing only accepts Coverdisk demos and submissions on the basis that they *may* be incorporated into a Future cover-mounted disk, unless *expressly* stated in writing to the contrary.

Next month

Take your Amiga to the movies...



Next month we will be bringing you hot news on the product which could revolutionise the way you see the Amiga and certainly what you see with it.

MPEG is the standard for compressed video and we'll be telling you all about it, its current and future applications and what all that means for your Amiga.

As well as the details on the hardware you need to participate in your own MPEG movies and the software needed to create them, we'll be taking a look at some of the (surprising) practical uses this technology is being put to. You'll have to see it to believe it.

January issue

On sale Thursday, 21st December

Future contents may be subject to change, so don't say we didn't warn you.

POWER CD-ROM



power cd-rom

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

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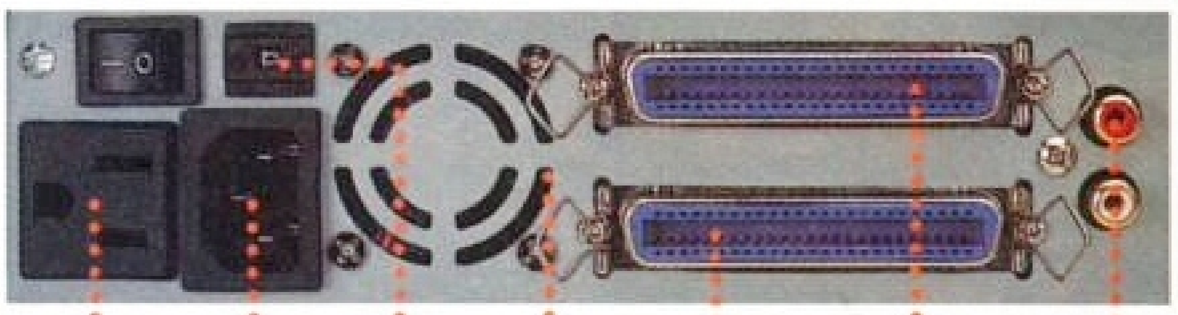
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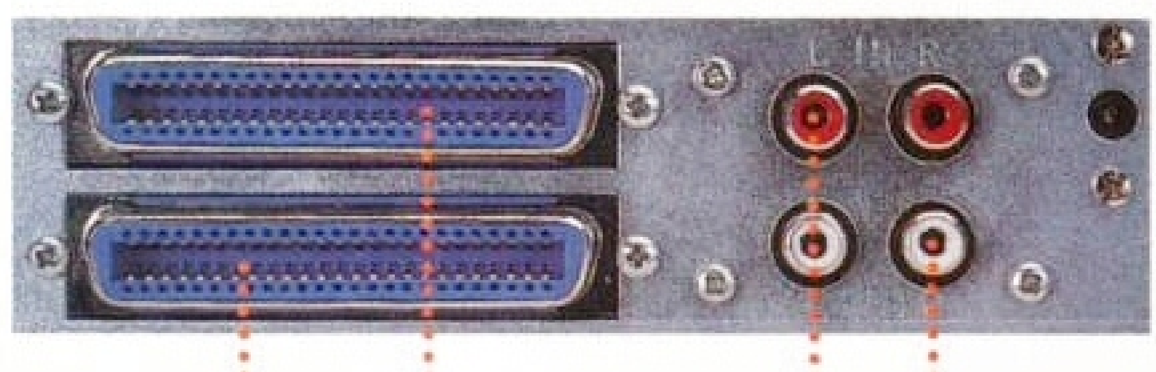
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notice

Power Computing Ltd no longer sell this product due to the lack of support for VCD and CD-i formats (i.e MPEG Films). This CD player will not play movies.



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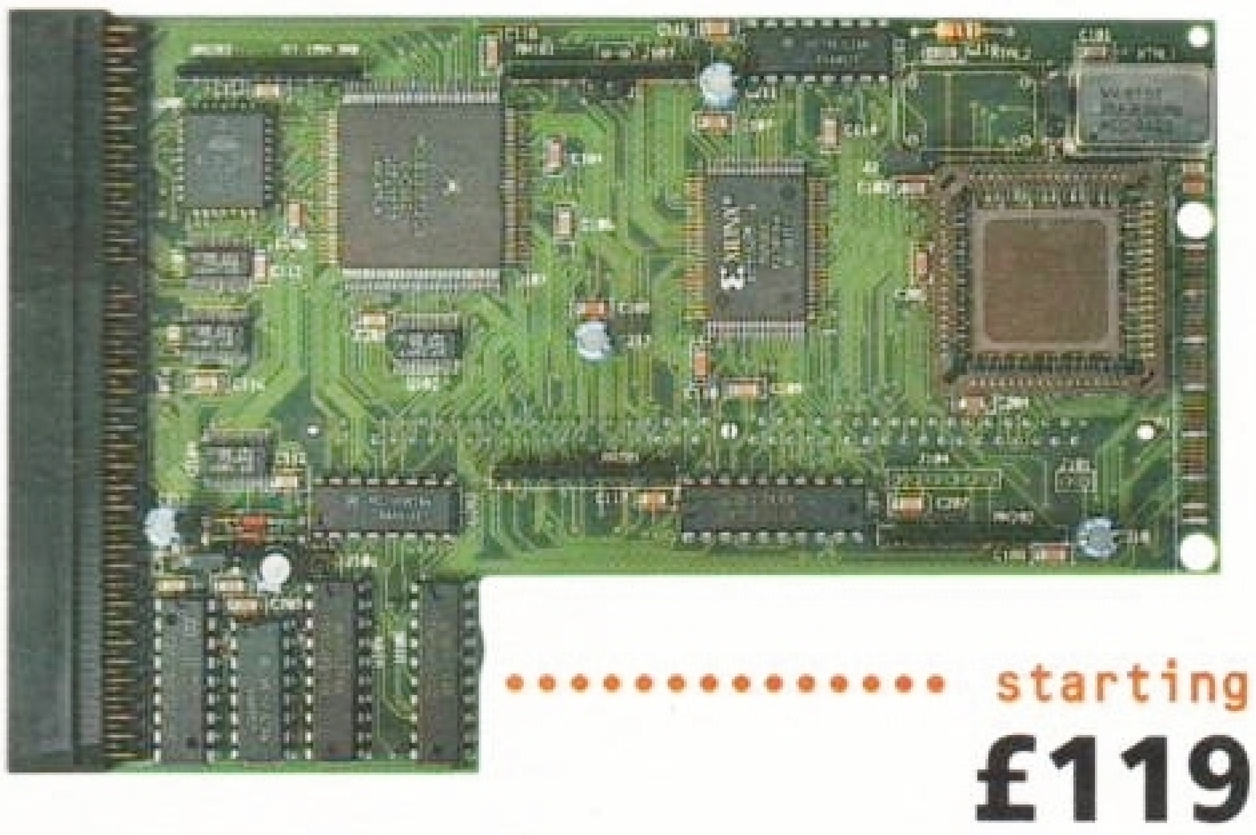


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